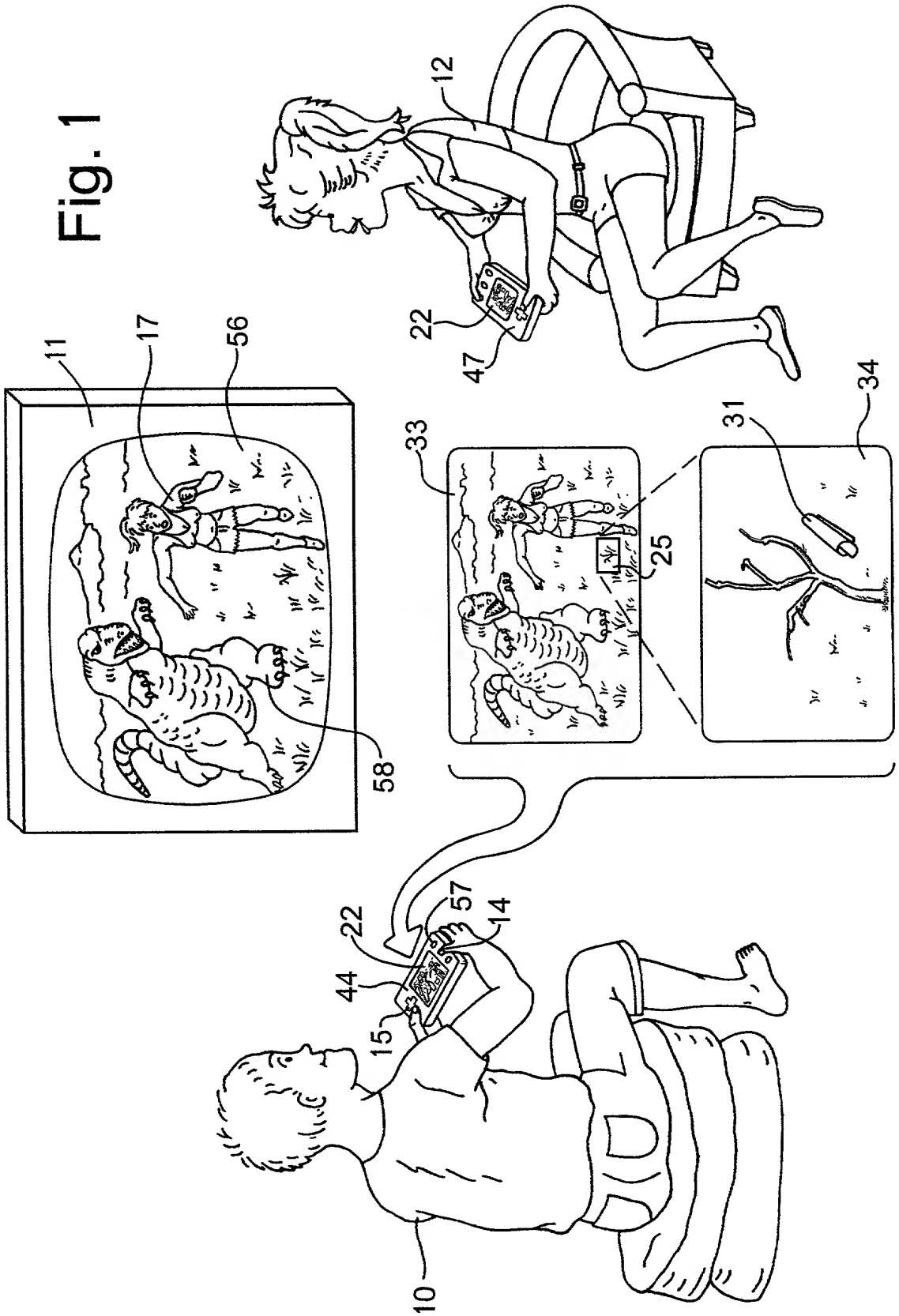
Fig. 1



TOOT80" h6282660

Fig. 2

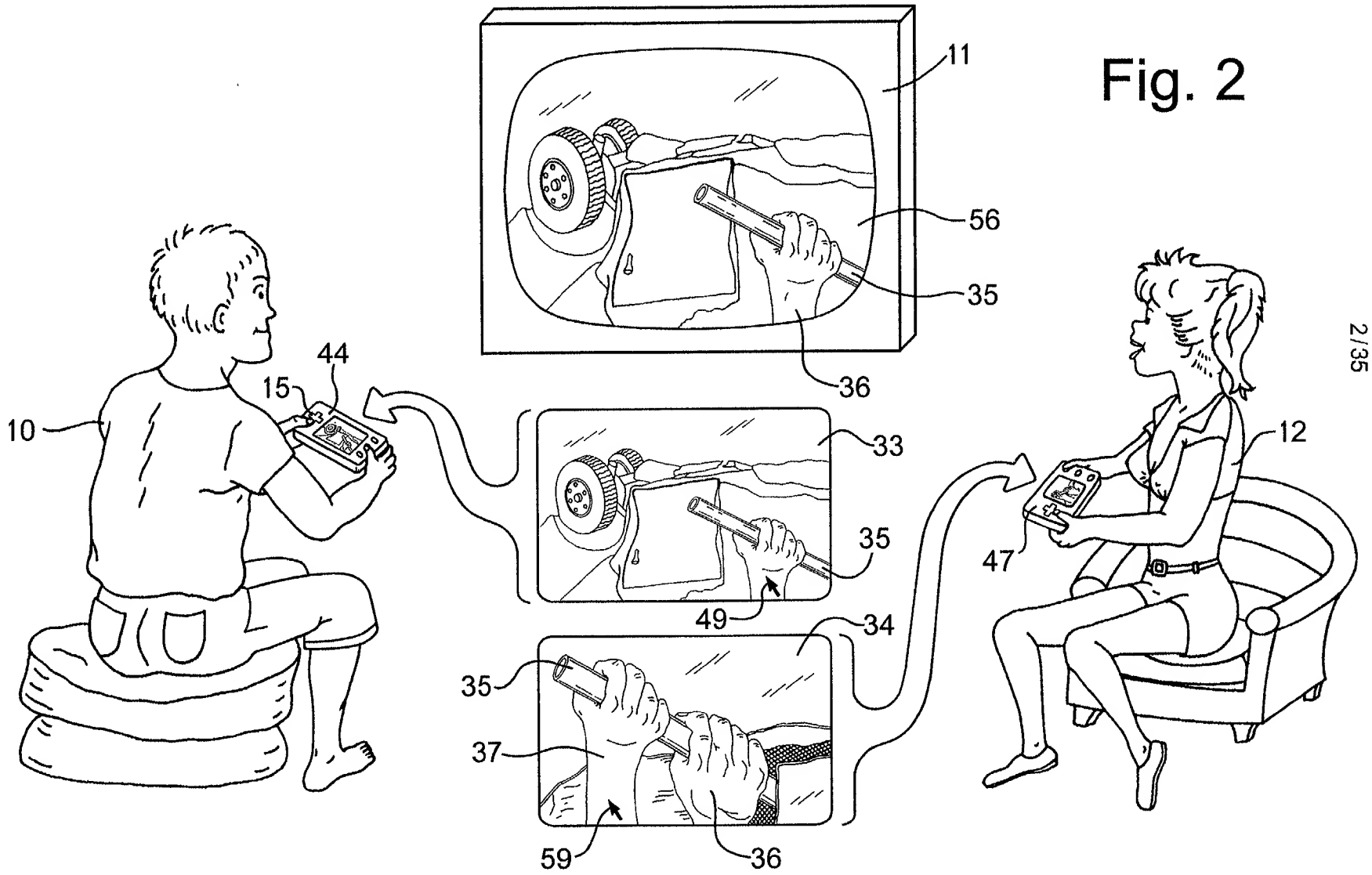


Fig. 3

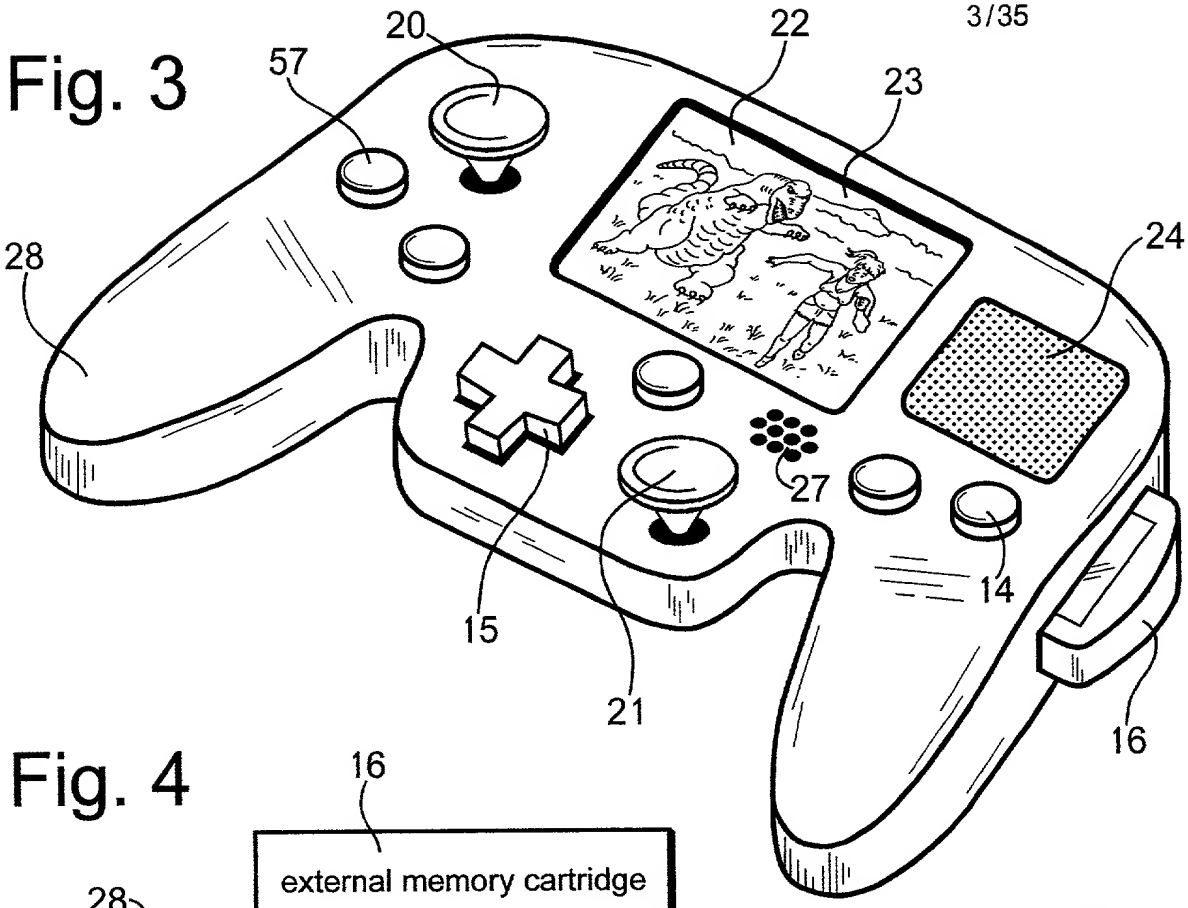

20
22
57
23
24
28
27
14
15
21
16

Fig. 4

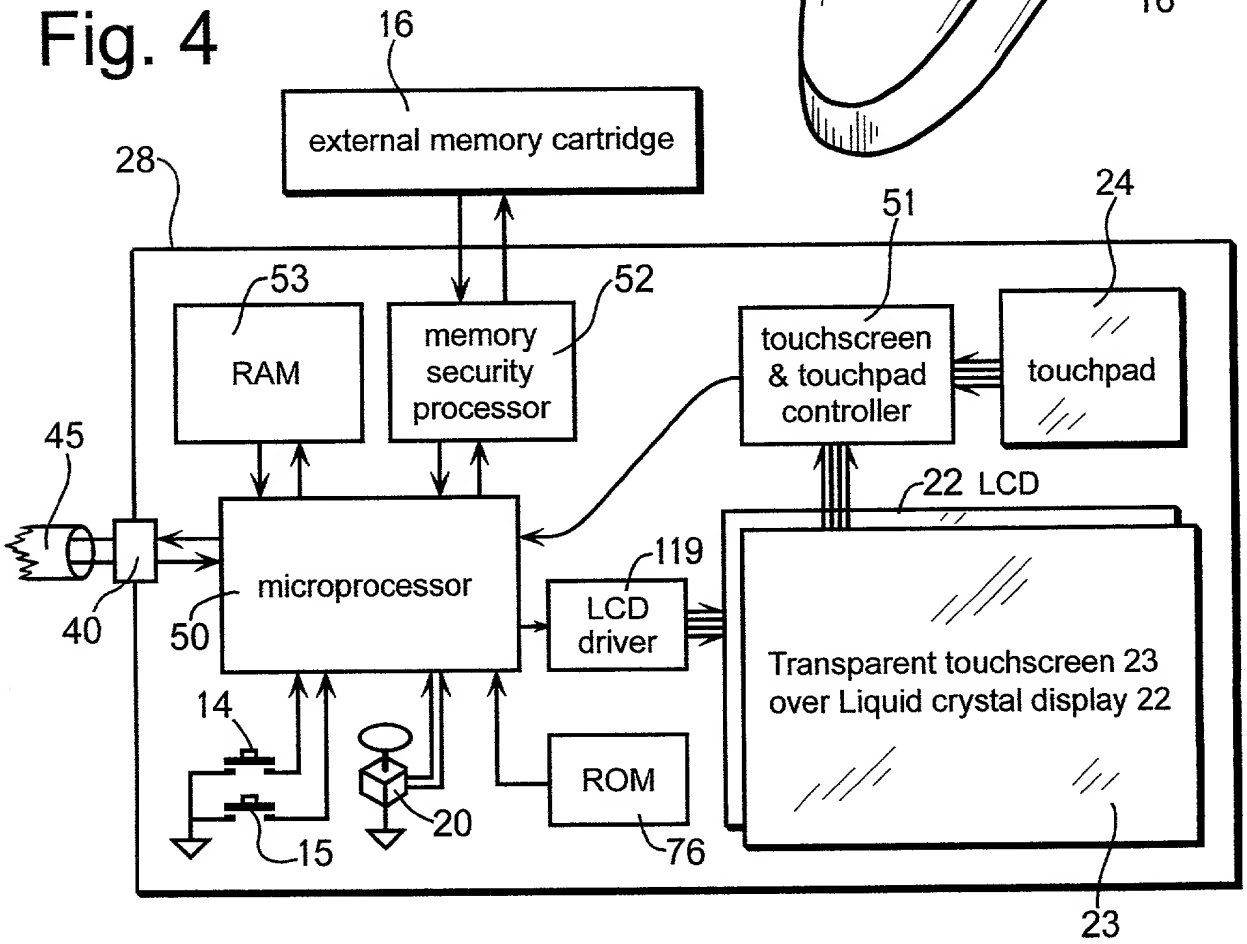

16
external memory cartridge
28
51
24
53
52
RAM
memory security processor
touchscreen & touchpad controller
touchpad
45
22 LCD
119
microprocessor
LCD driver
40
50
Transparent touchscreen 23 over Liquid crystal display 22
14
ROM
20
15
76
23

Fig. 5

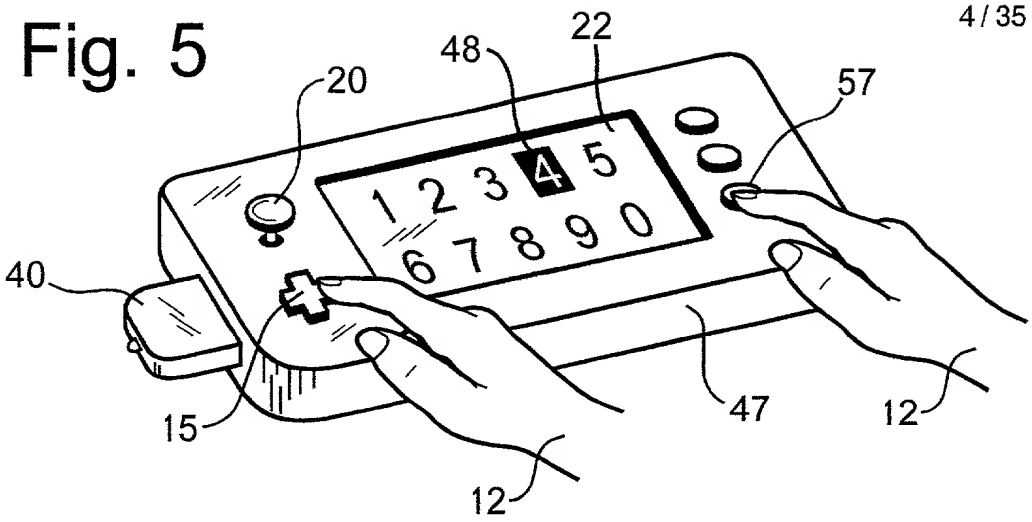


Fig. 6

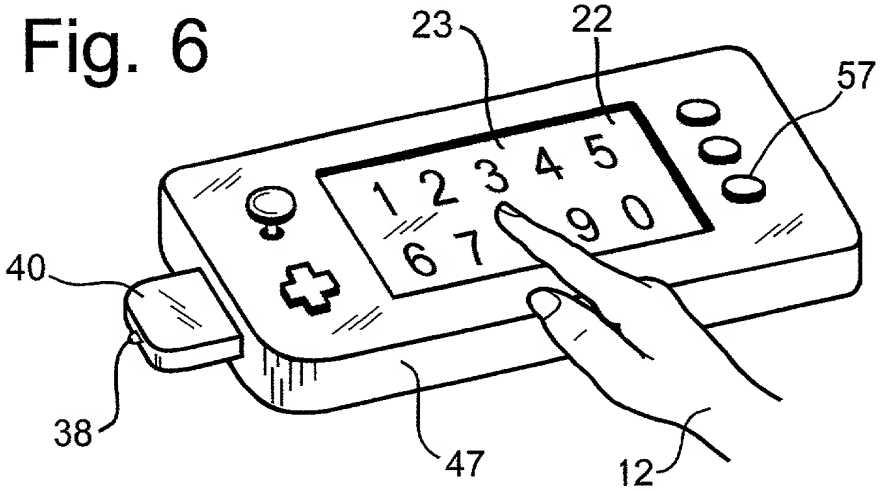
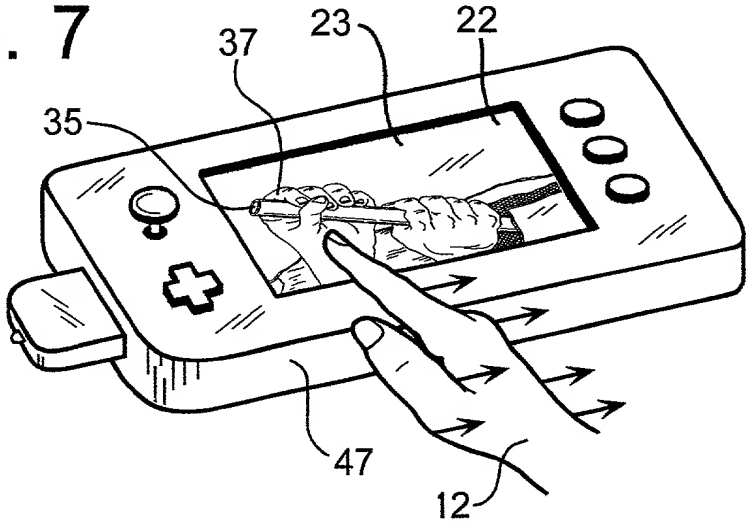


Fig. 7



09/890,054 - 08/02/01

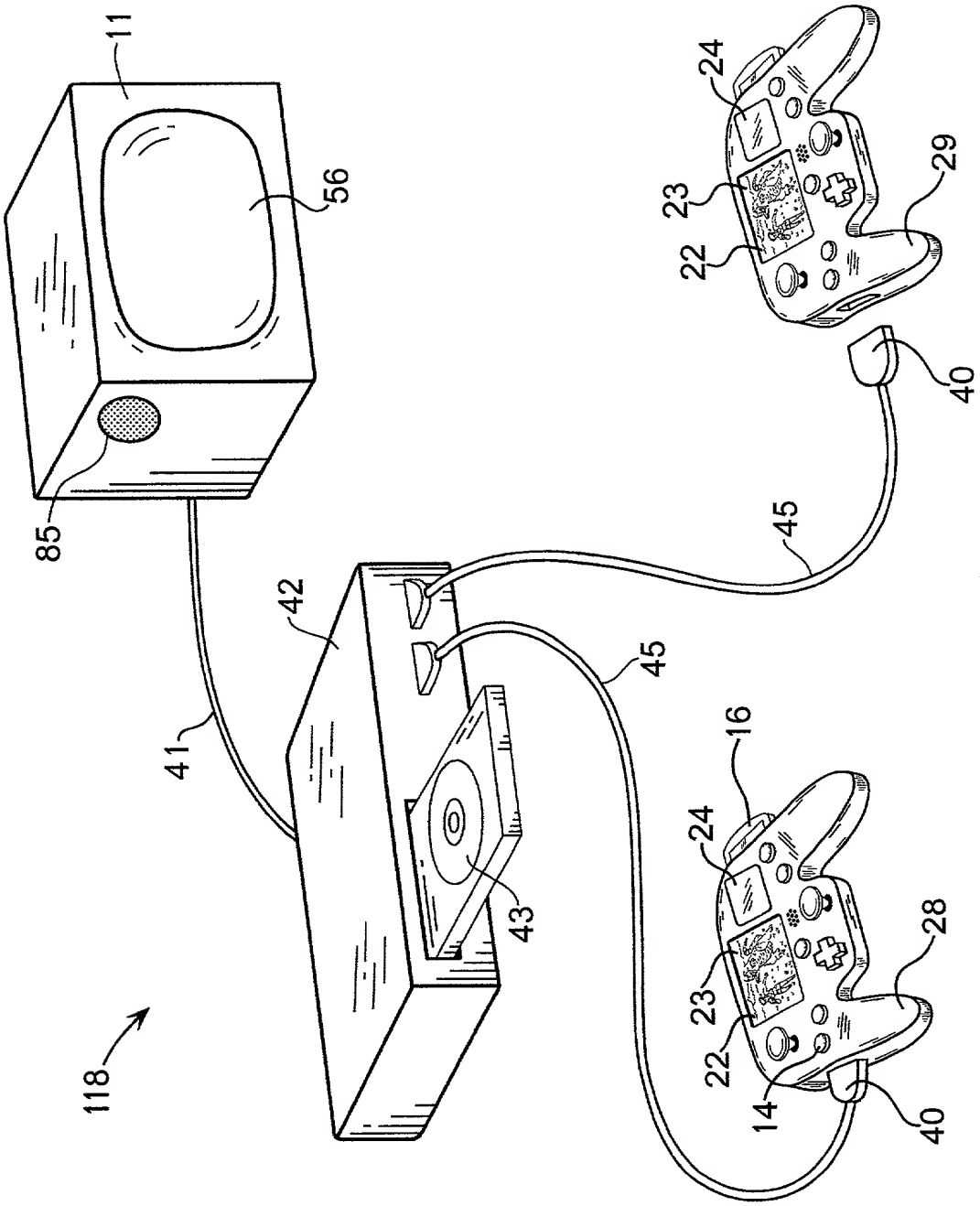


Fig. 8

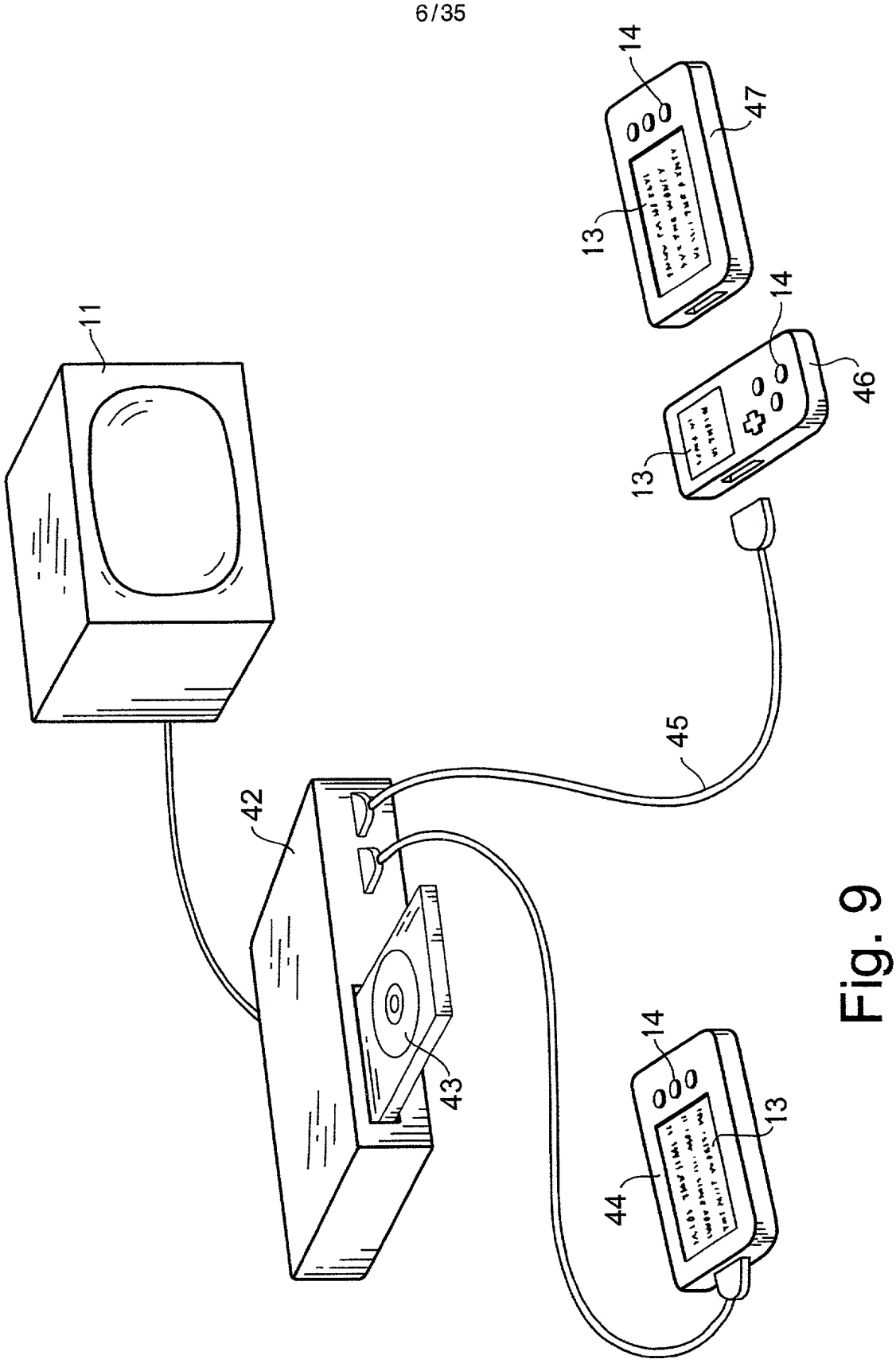


Fig. 9
prior art

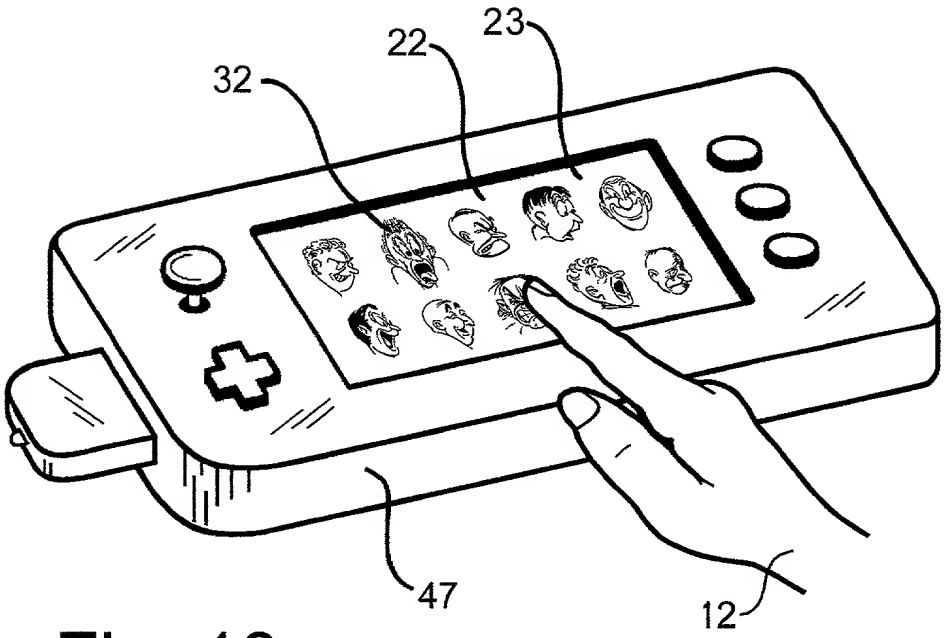


Fig. 10

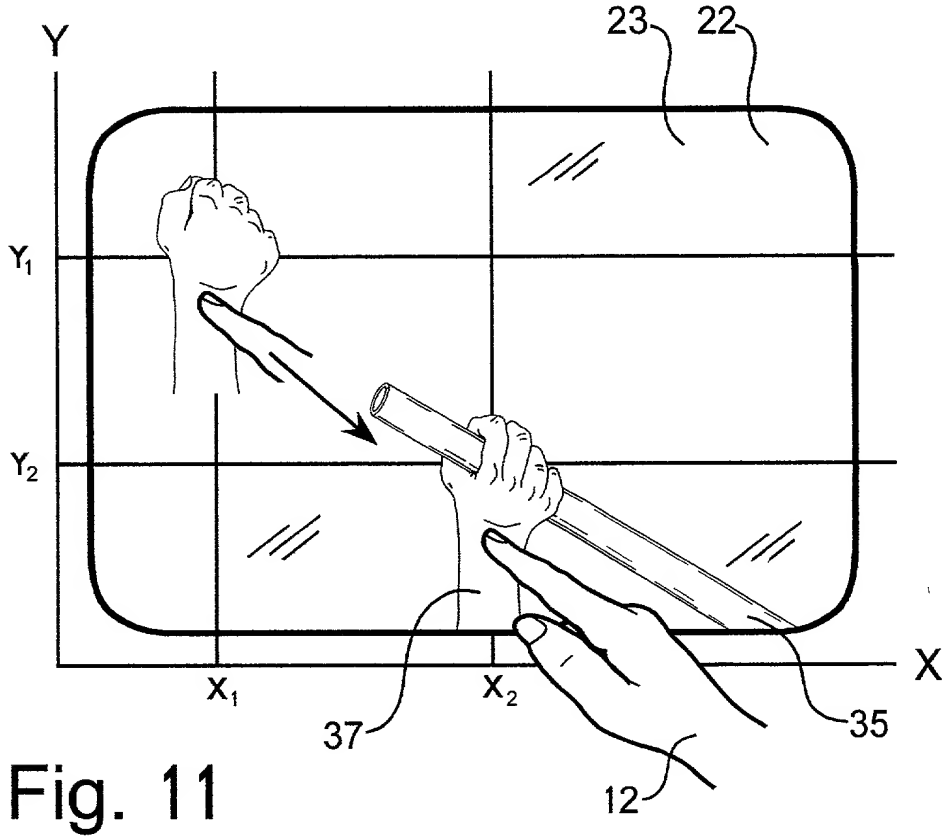


Fig. 11

Fig. 12

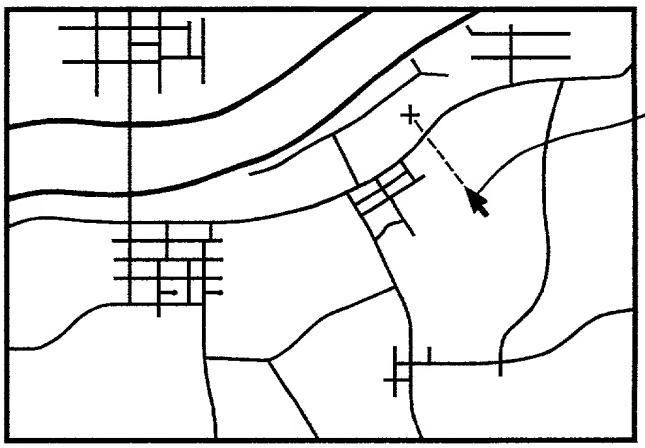


Fig. 13

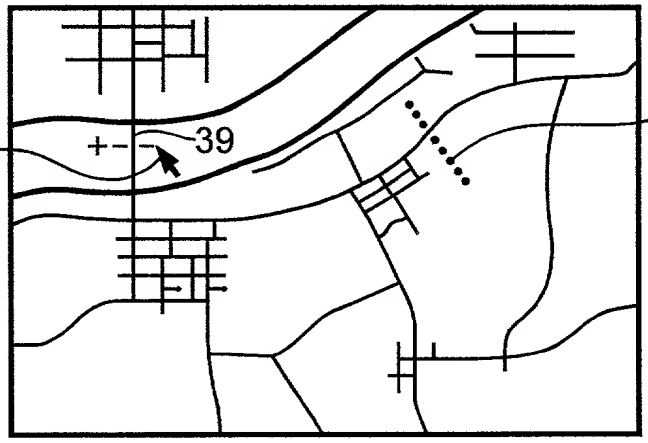
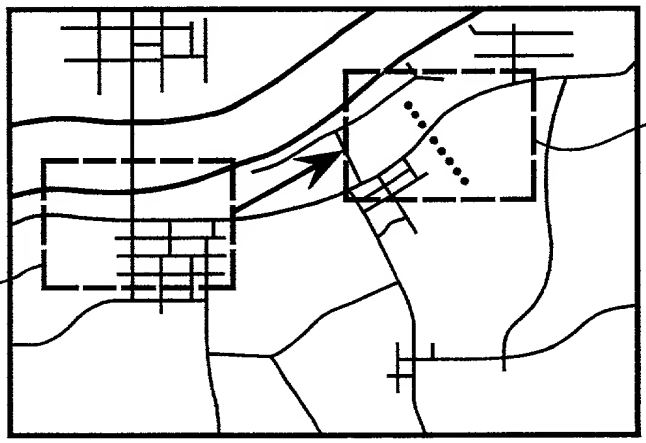


Fig. 14



DOCUMENT - CONFIDENTIAL

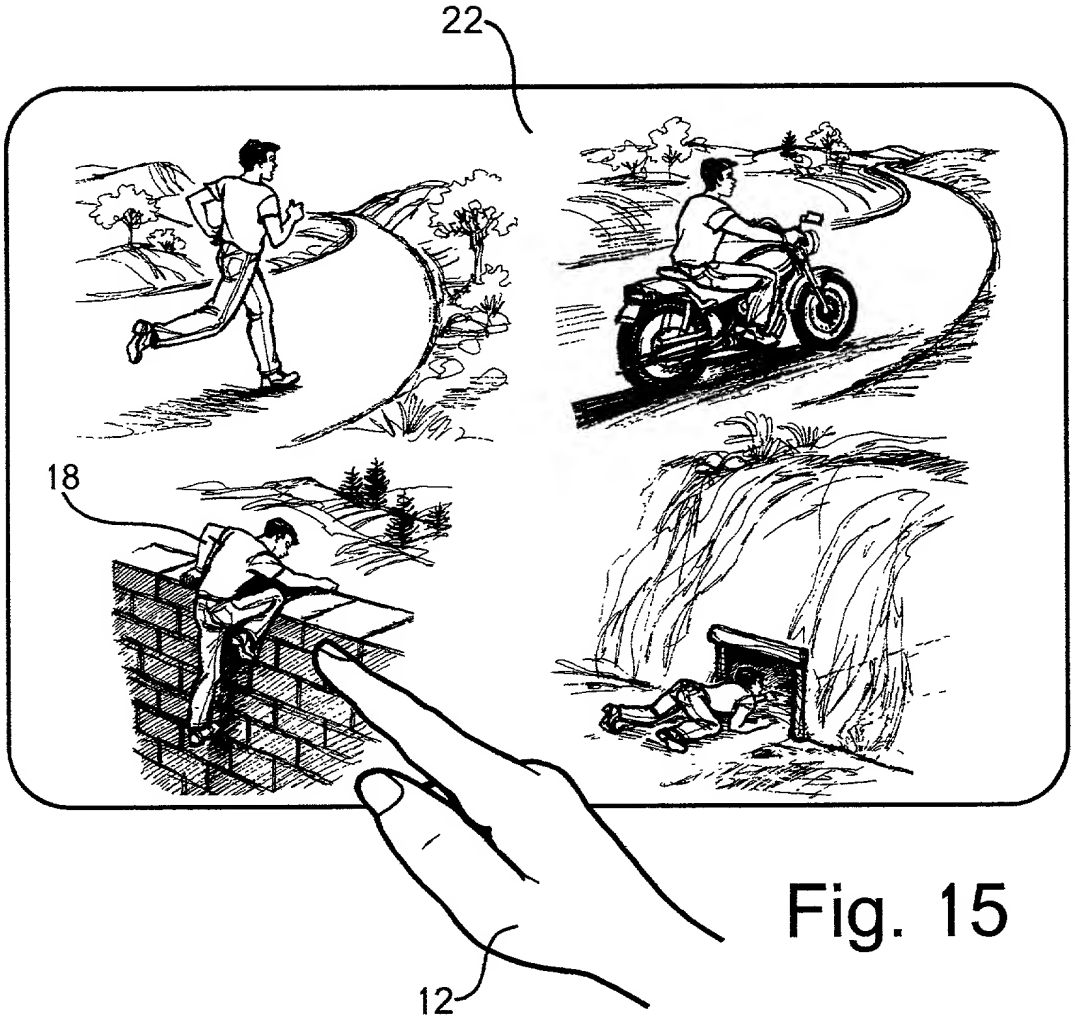


Fig. 15

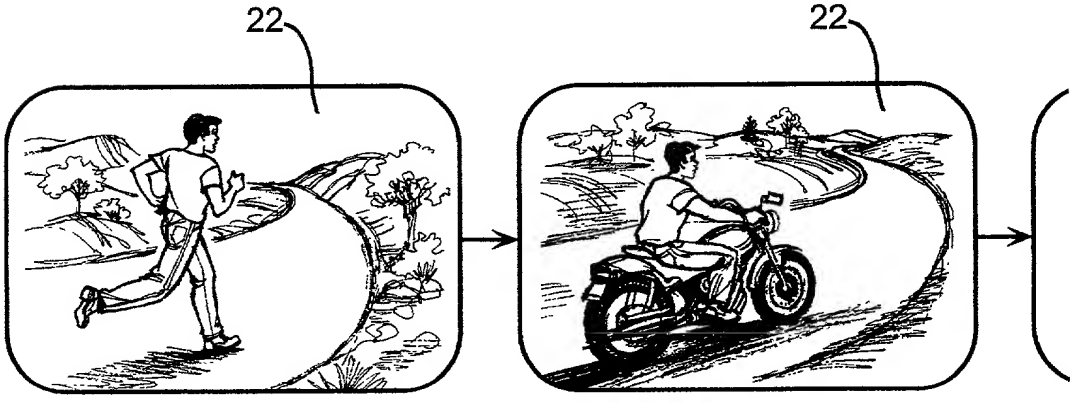


Fig. 15a

Substitute Sheet (Rule 26)

FOR OFFICIAL USE ONLY

Fig. 16

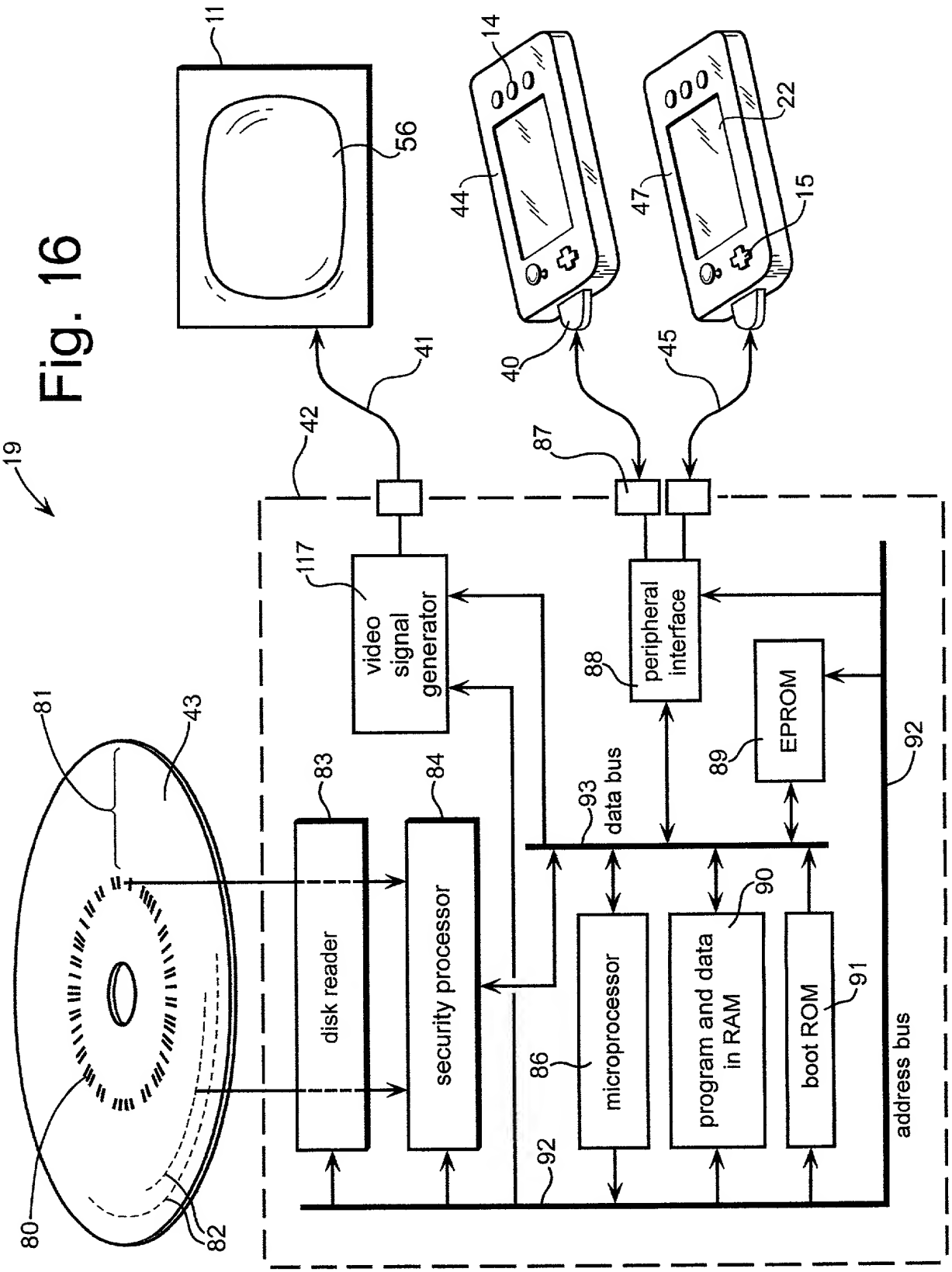
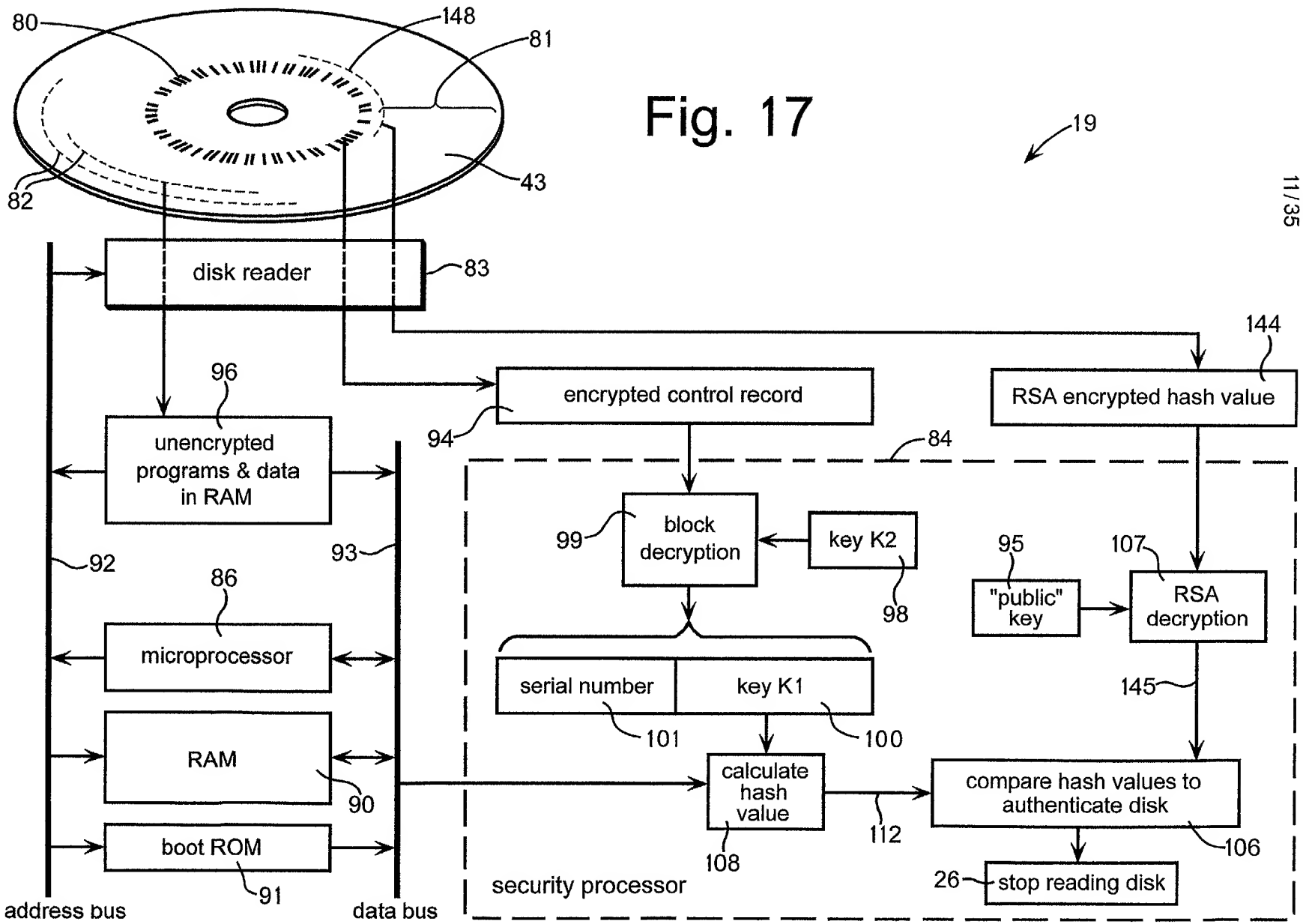


Fig. 17


80
148
81
43
82
19
disk reader
83
144
96
encrypted control record
RSA encrypted hash value
94
84
unencrypted programs & data in RAM
99
block decryption
key K2
95
107
"public" key
RSA decryption
98
93
92
86
microprocessor
serial number
key K1
145
101
100
RAM
90
calculate hash value
compare hash values to authenticate disk
112
106
108
boot ROM
91
26
stop reading disk
security processor
address bus
data bus

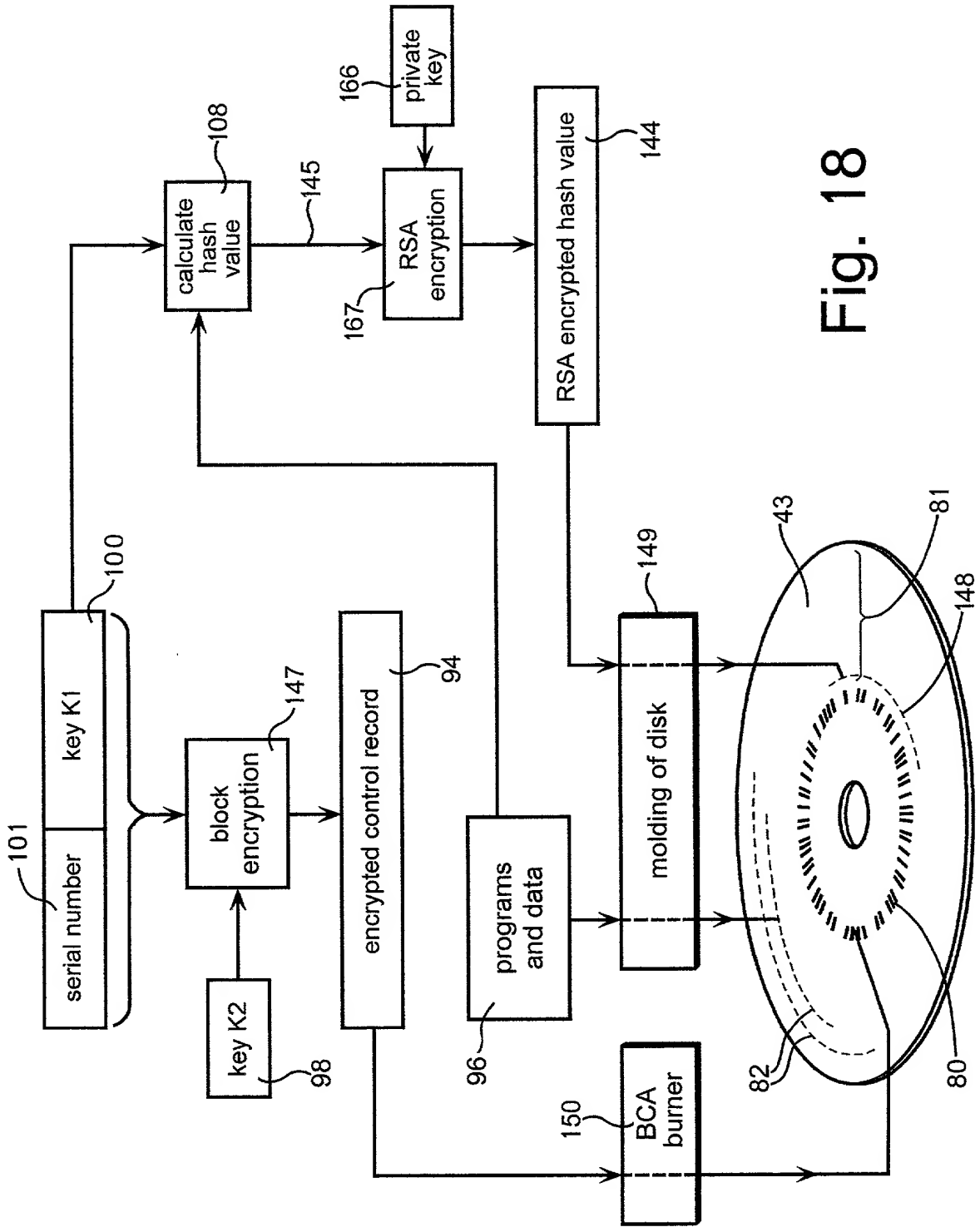

serial number
key K1
101
100
key K2
98
block encryption
147
encrypted control record
94
programs and data
96
calculate hash value
108
145
RSA encryption
167
166
private key
RSA encrypted hash value
144
149
molding of disk
BCA burner
150
43
81
148
82
80

Fig. 18

Fig. 19

control unit ID number	operation code	picture serial number	size factor	coordinate X_1 number of pixels	coordinate Y_1 number of pixels	coordinate X_2 number of pixels	coordinate Y_2 number of pixels	object id3

78

Fig. 20

77

program for loading RAM with programs supplied by console and disk
program for converting manual inputs into numbers in memory
program for processing picture data records from console
program for sending location data records to console
program for converting cursor movement into location coordinates
program for displaying a picture on LCD
program for generating a miniature likeless from picture data
program for generating a preview picture from picture data
program for converting touchscreen measurements to location data
program for converting touchpad measurements to location data
program for superimposing an object picture on a full LCD picture
program for animating a character
program for displaying maps and other non-animated pictures
data for character descriptions (polygons, textures, etc)
data for terrain descriptions (polygons, textures, etc)
data for maps, word menus, etc.

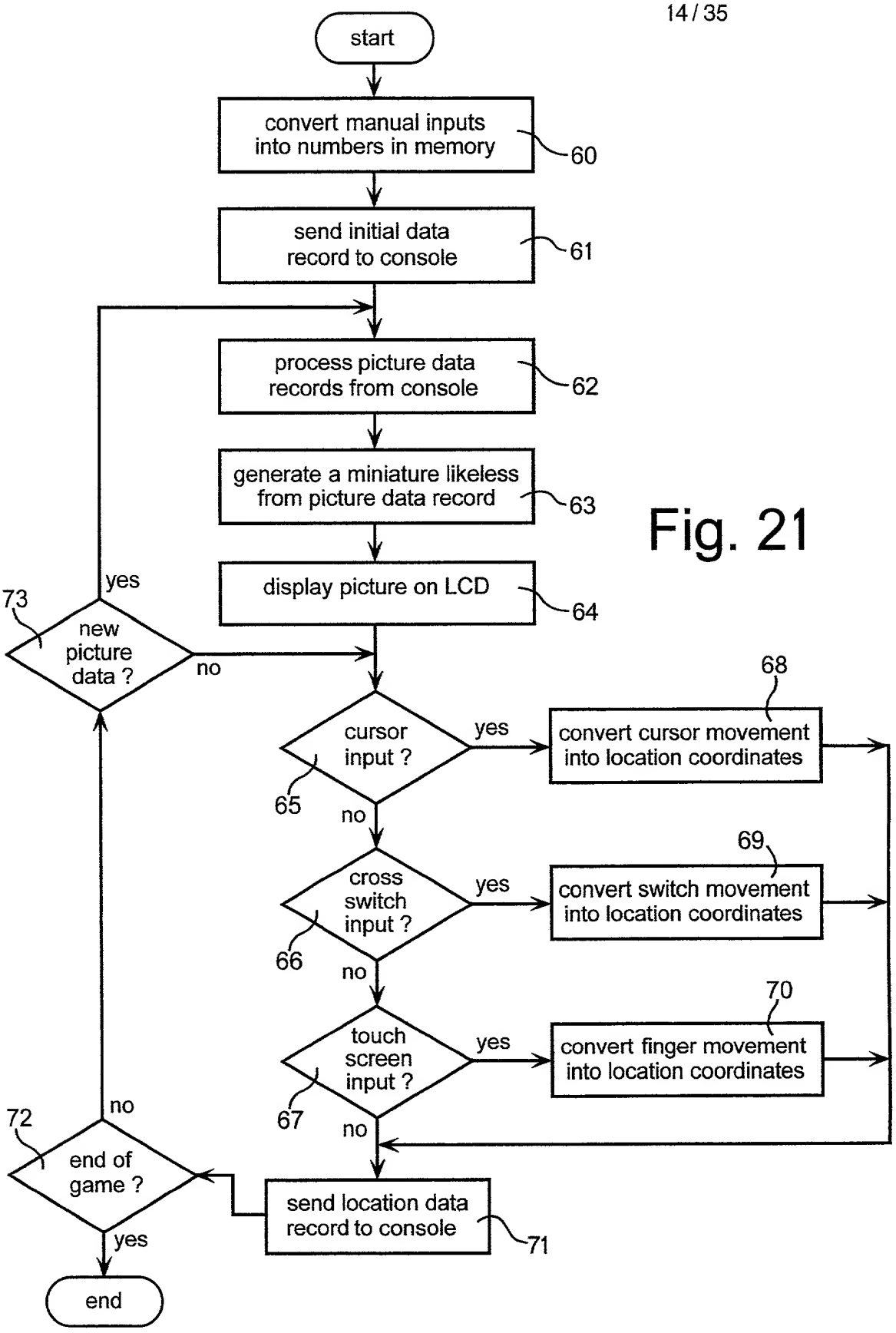

start
convert manual inputs into numbers in memory
60
send initial data record to console
61
process picture data records from console
62
generate a miniature likeless from picture data record
63
display picture on LCD
64
new picture data ?
73
yes
no
cursor input ?
65
yes
convert cursor movement into location coordinates
68
no
cross switch input ?
66
yes
convert switch movement into location coordinates
69
no
touch screen input ?
67
yes
convert finger movement into location coordinates
70
no
send location data record to console
71
end of game ?
72
no
yes
end

Fig. 21

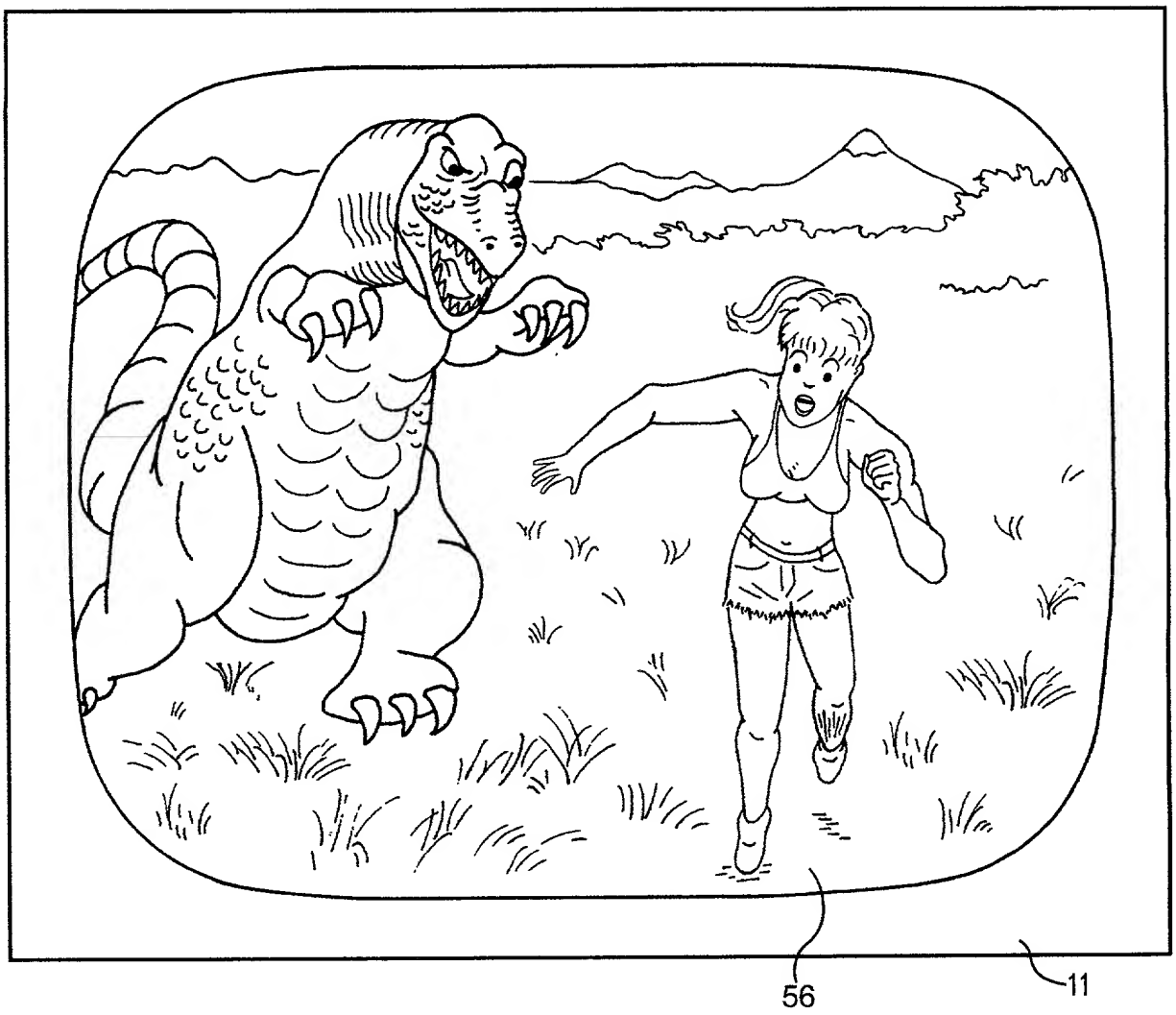


Fig. 22

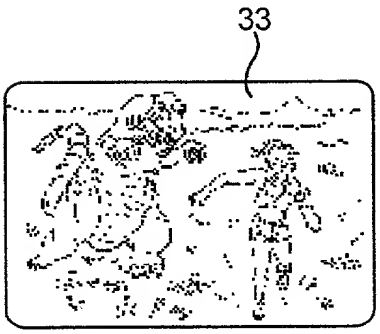


Fig. 23a

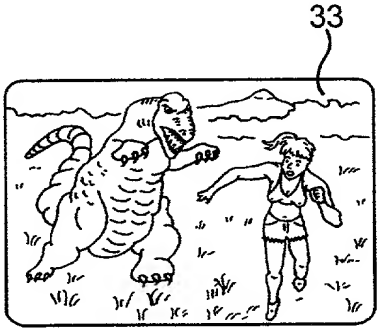


Fig. 23b

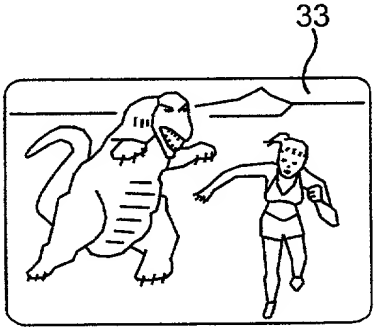


Fig. 23c

TOOT80 "h6282660

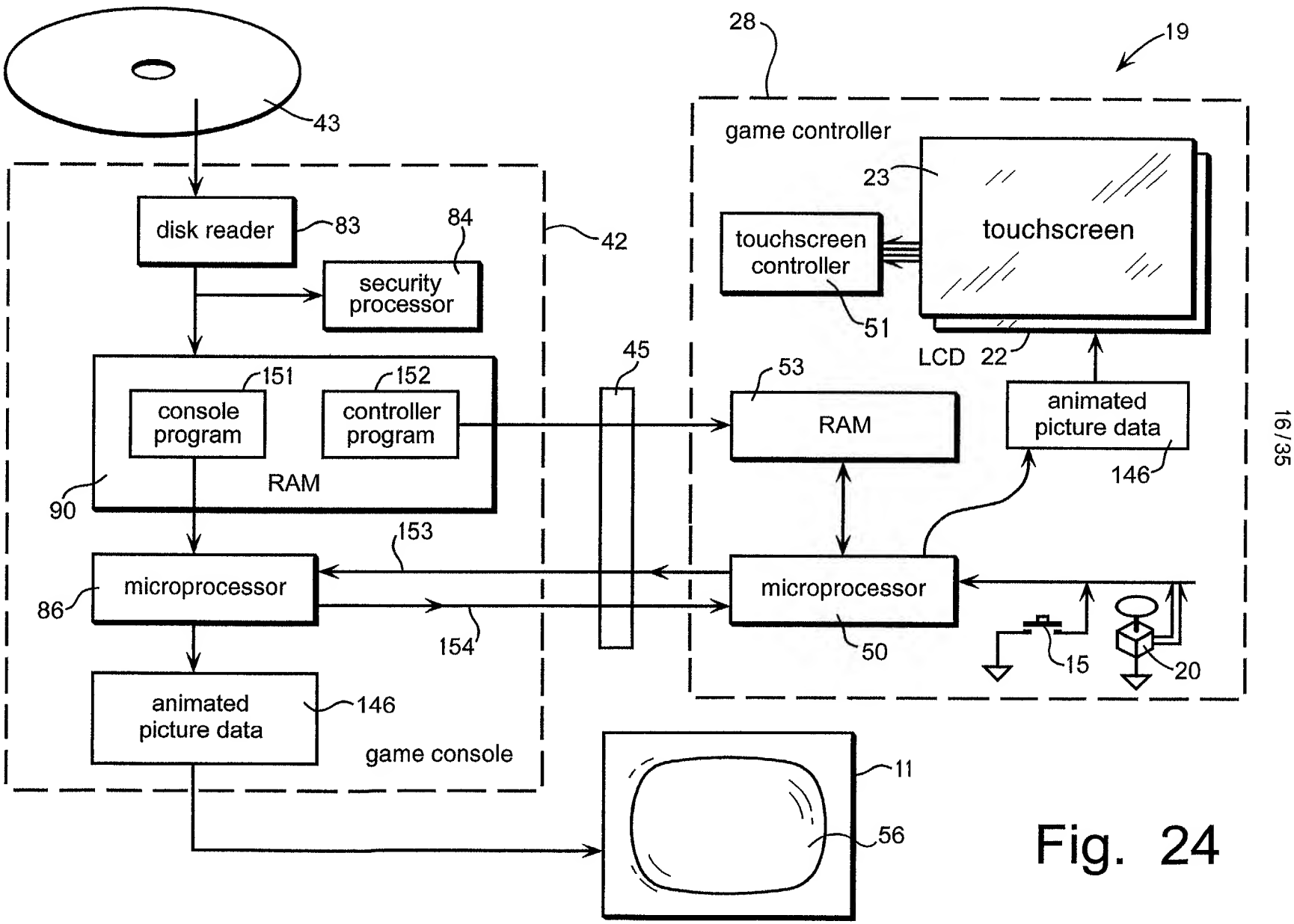


Fig. 24

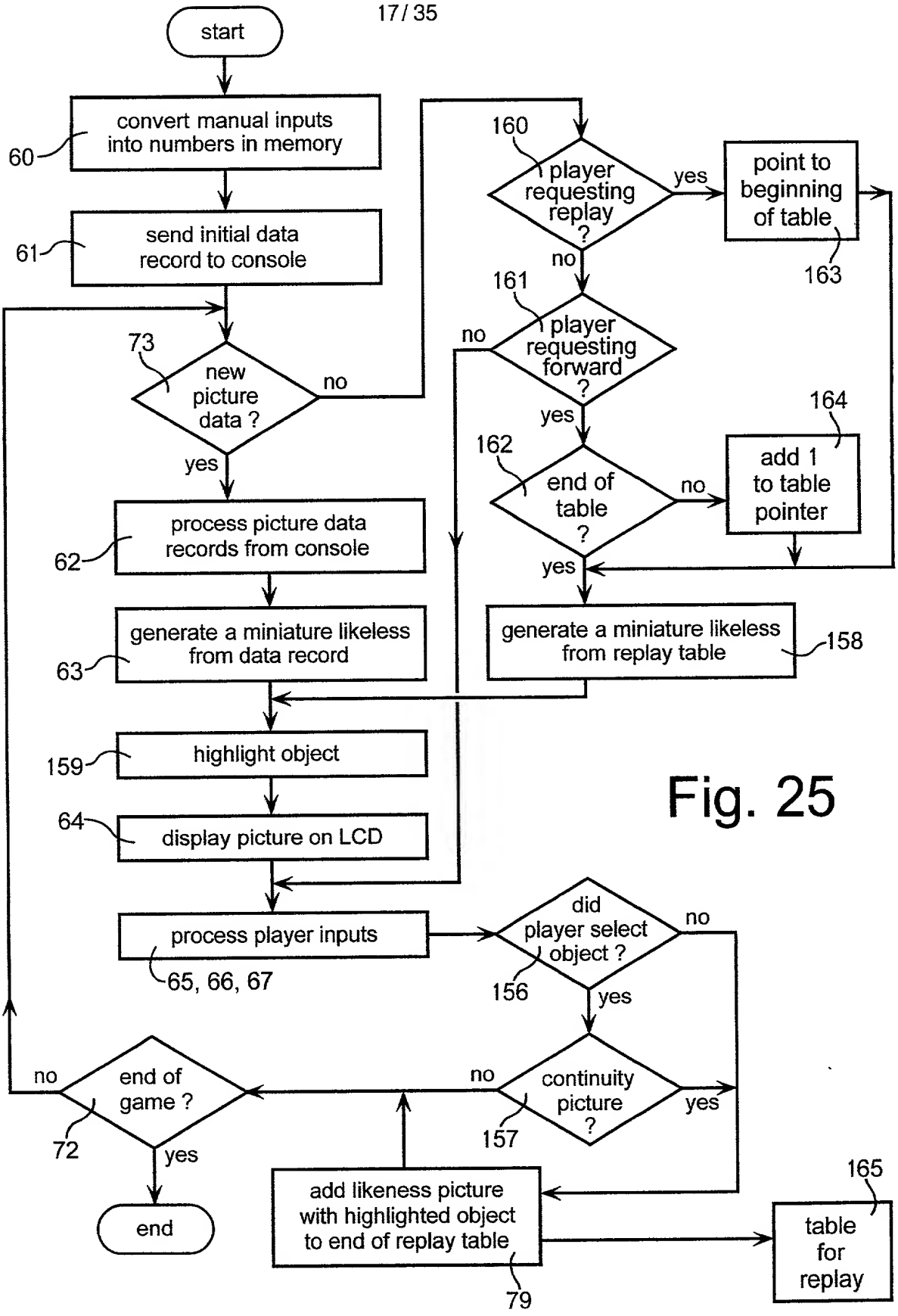

start
convert manual inputs into numbers in memory
60
send initial data record to console
61
73
new picture data ?
no
yes
process picture data records from console
62
generate a miniature likeless from data record
63
highlight object
159
display picture on LCD
64
process player inputs
65, 66, 67
end of game ?
72
no
yes
end
160
player requesting replay ?
yes
no
point to beginning of table
163
161
player requesting forward ?
no
yes
162
end of table ?
no
yes
164
add 1 to table pointer
generate a miniature likeless from replay table
158
did player select object ?
156
no
yes
continuity picture ?
157
no
yes
add likeness picture with highlighted object to end of replay table
79
165
table for replay

Fig. 25

Patent Application Publication

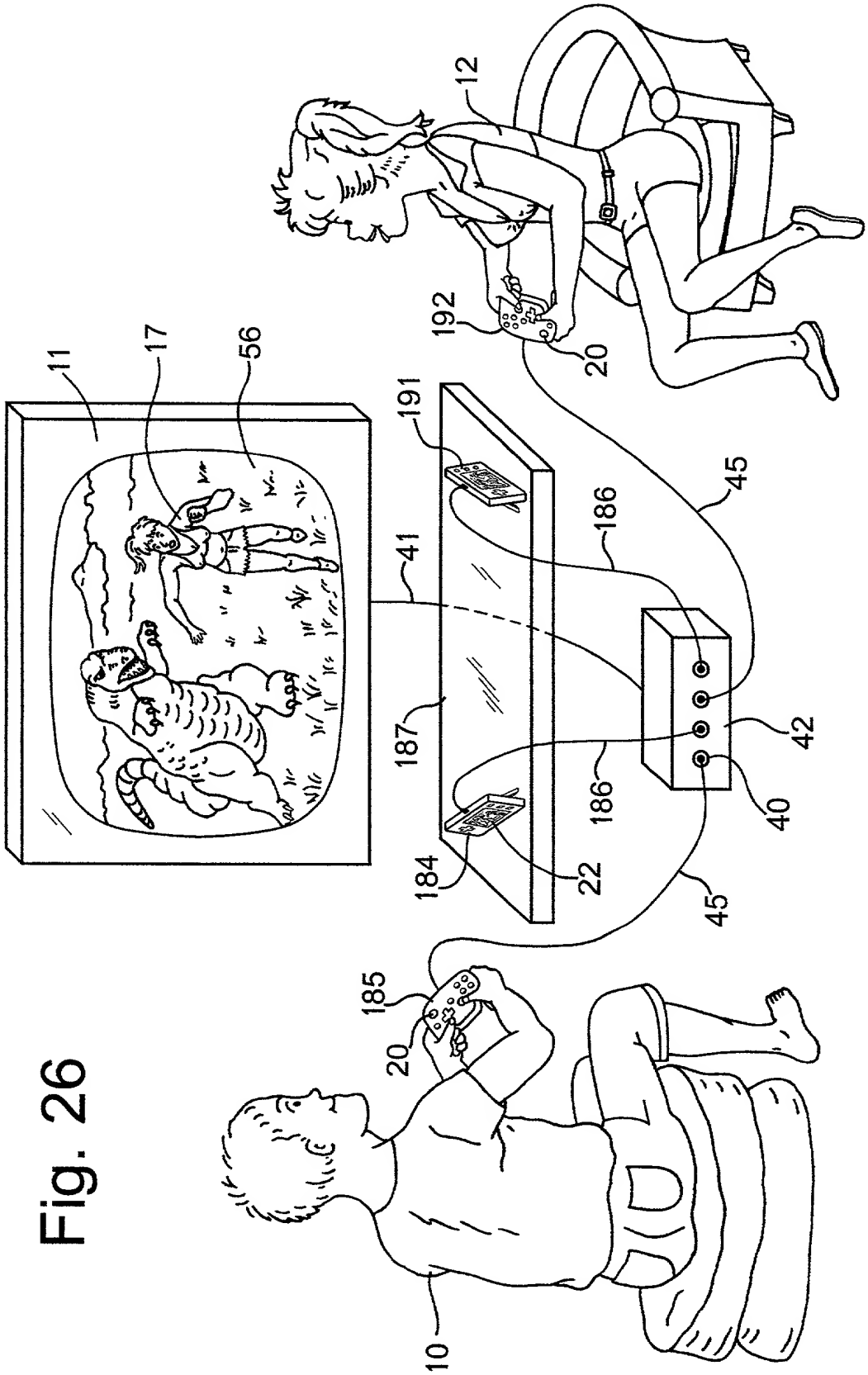


Fig. 26

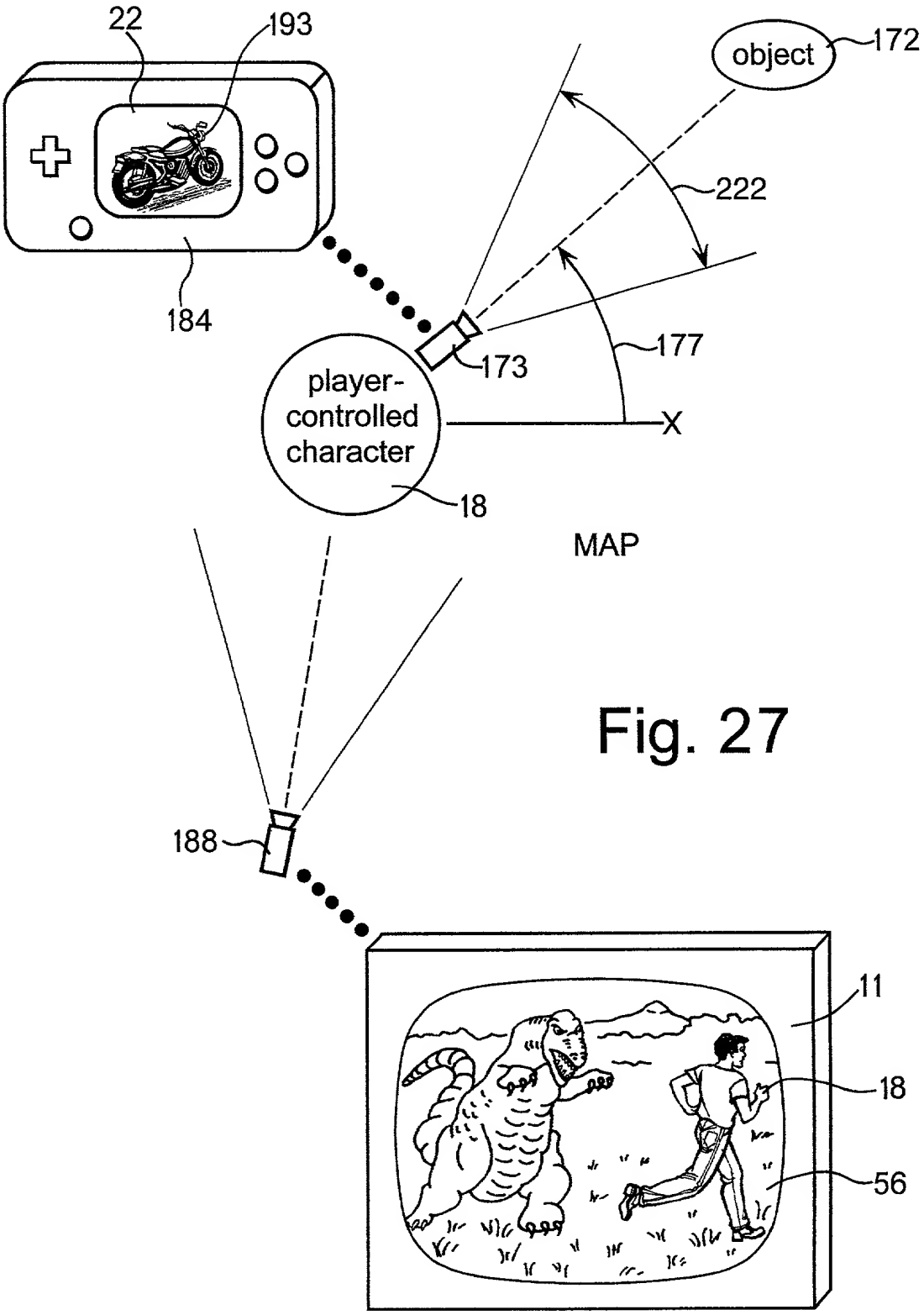


Fig. 27

Printed: 03/31/2005

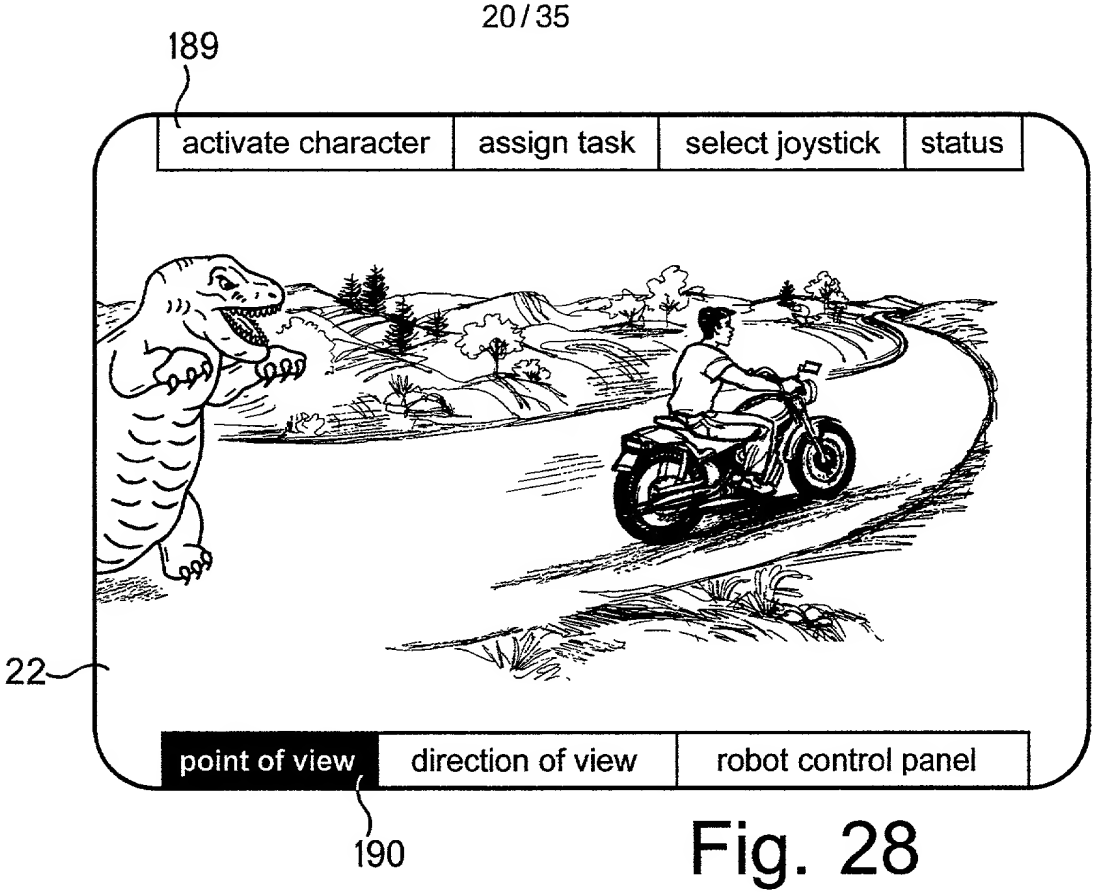
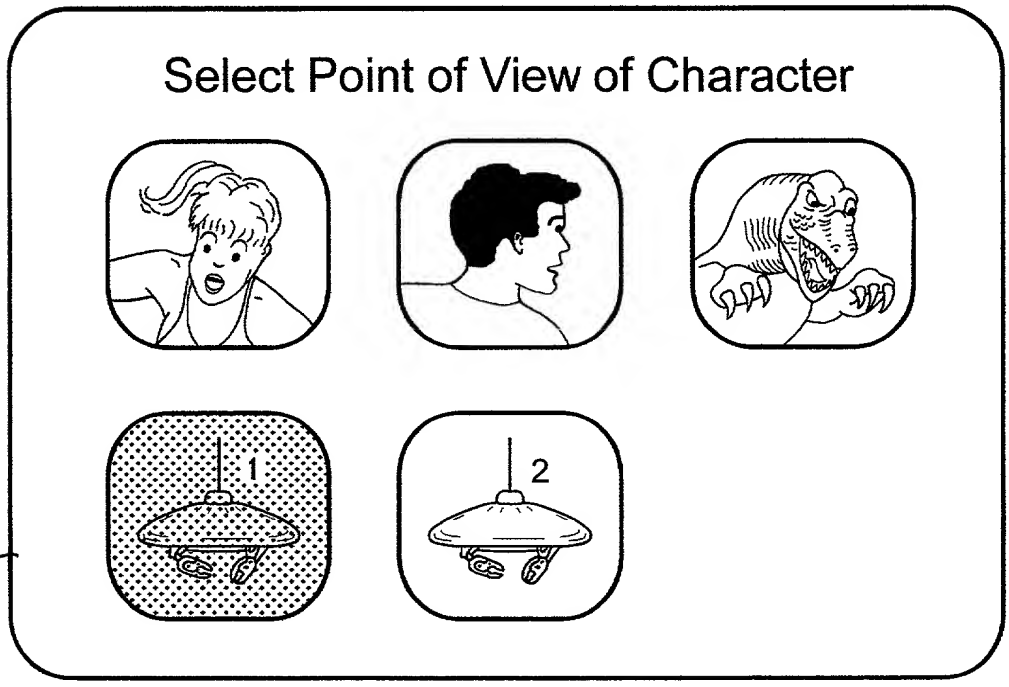


Fig. 28

Fig. 28a



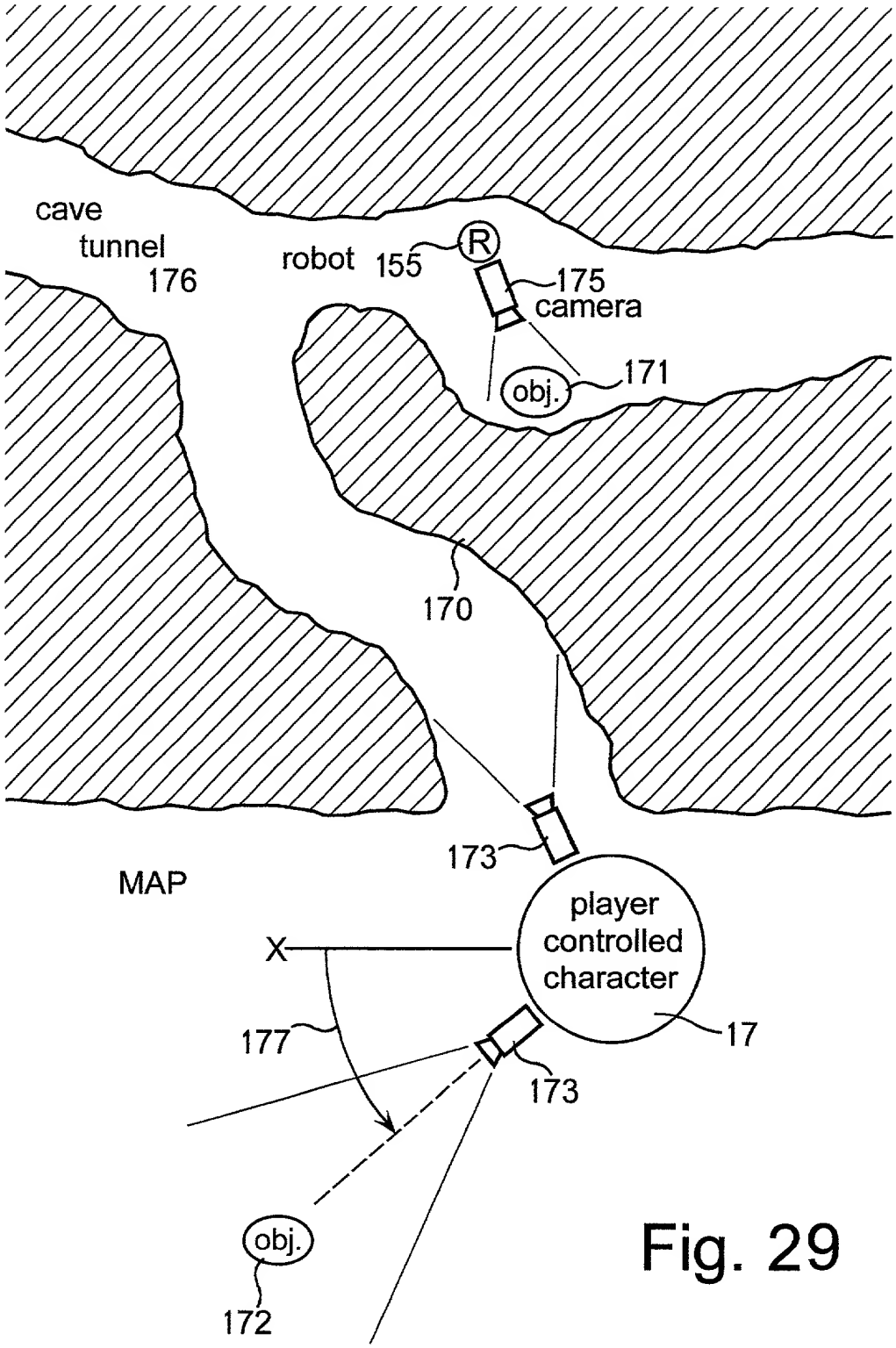

cave
tunnel
176
robot
155
R
175
camera
obj.
171
170
173
MAP
player
controlled
character
X
177
17
173
obj.
172

Fig. 29

Fig. 30

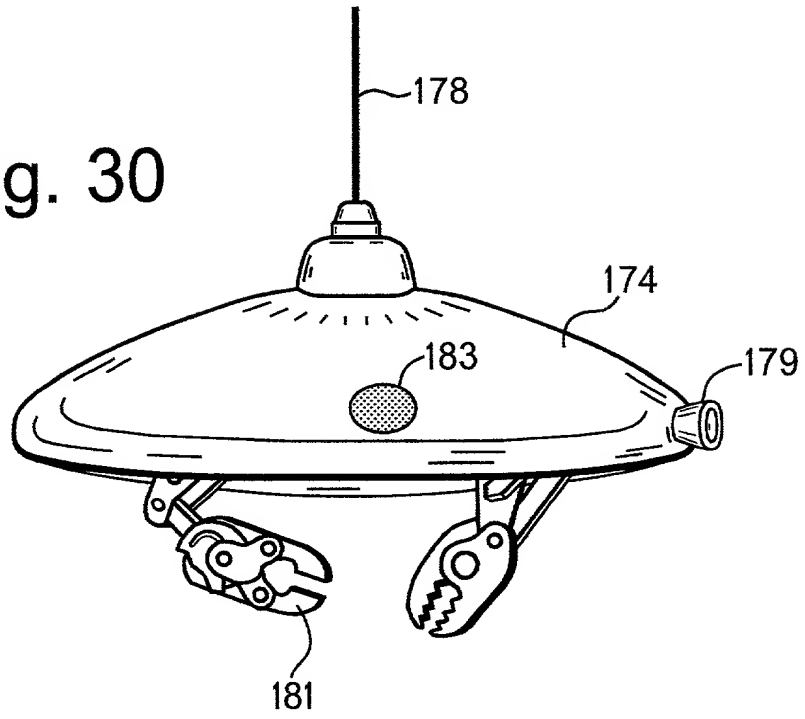
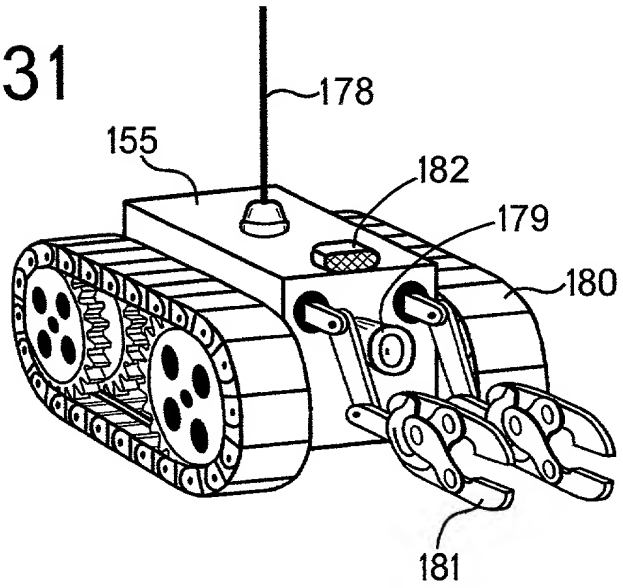


Fig. 31



Substitute Sheet (Rule 26)

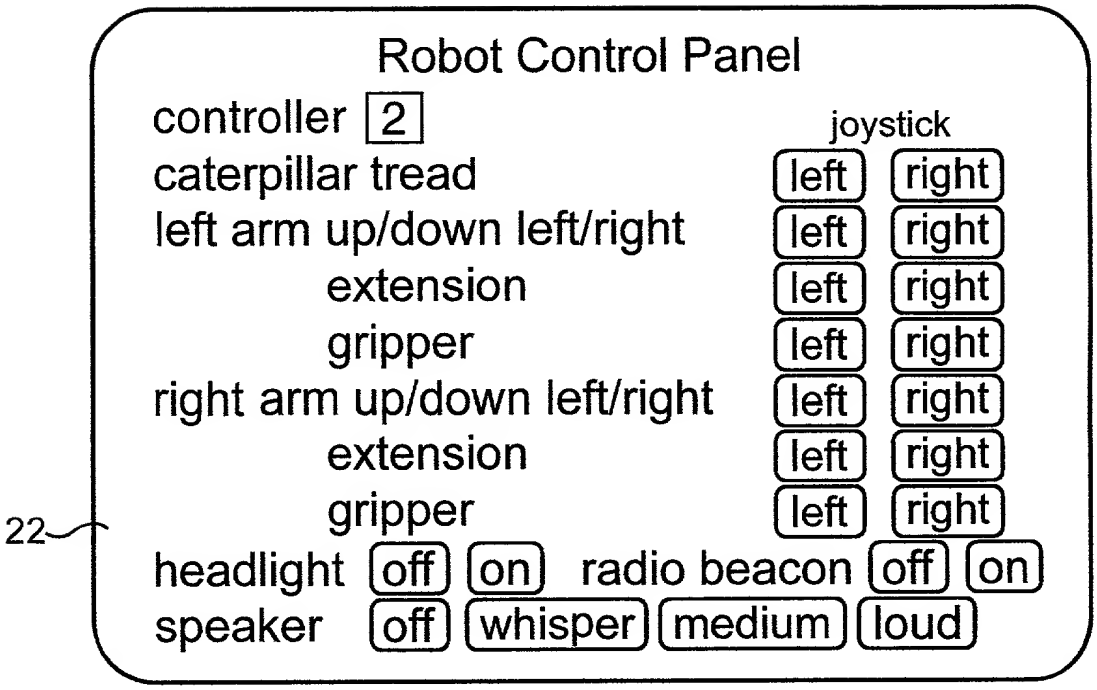
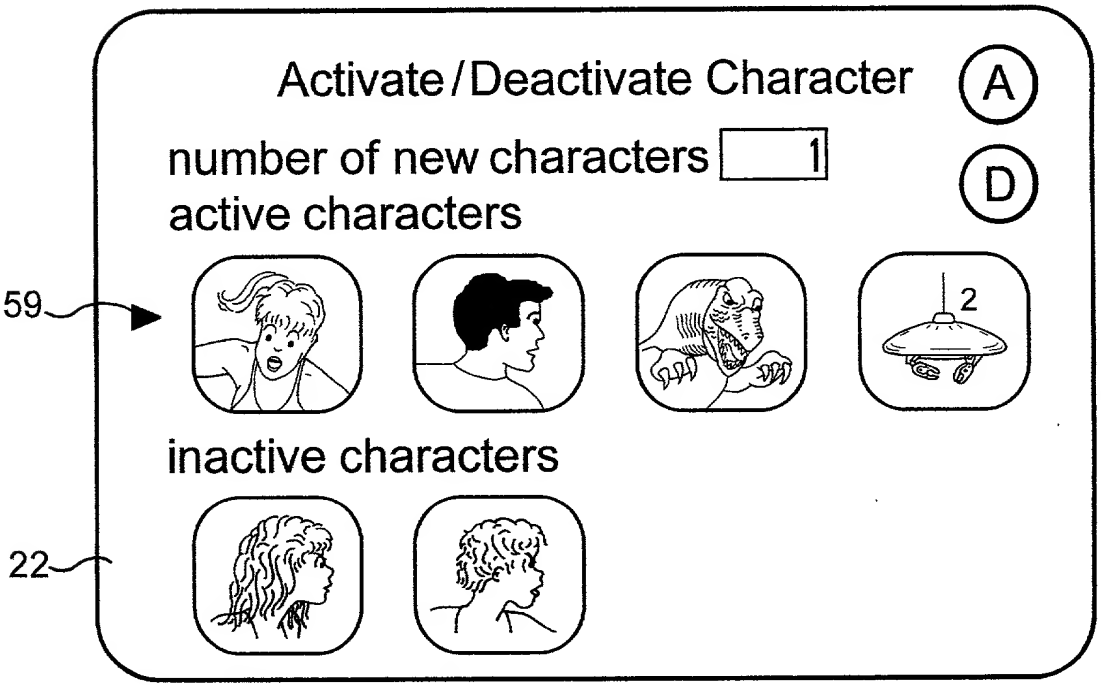

Robot Control Panel
controller 2
joystick
caterpillar tread
left arm up/down left/right
extension
gripper
right arm up/down left/right
extension
gripper
left
right
22
headlight off on
radio beacon off on
speaker off whisper medium loud

Fig. 32

Fig. 33


Activate/Deactivate Character
A
D
number of new characters 1
active characters
59
2
inactive characters
22

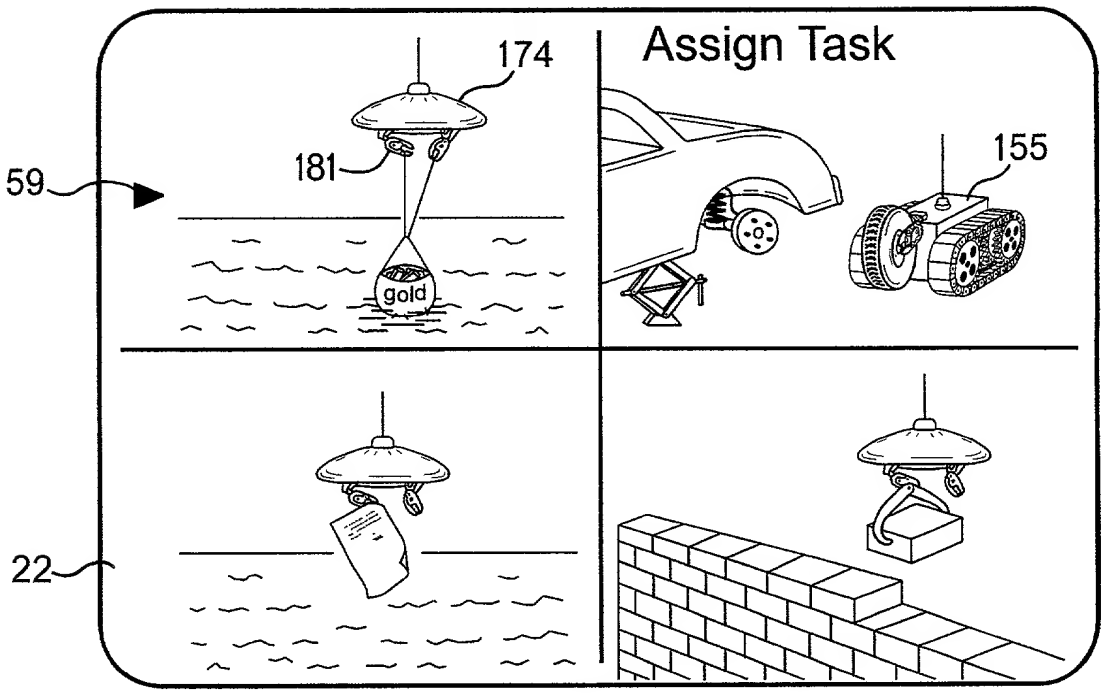
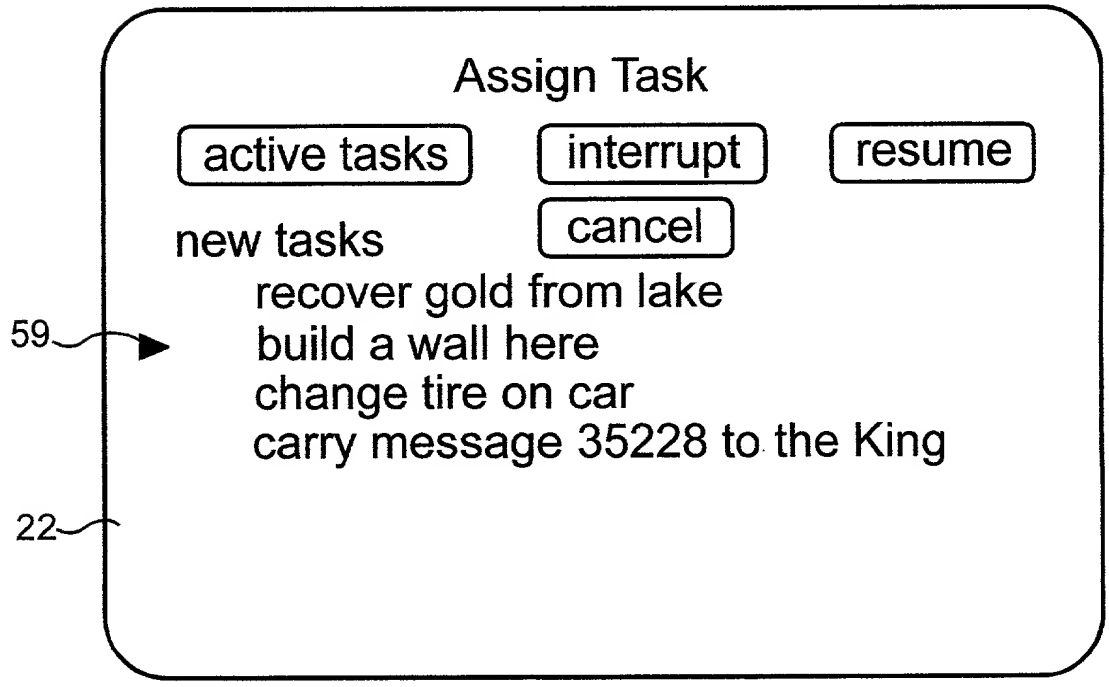


Fig. 34

Fig. 34a



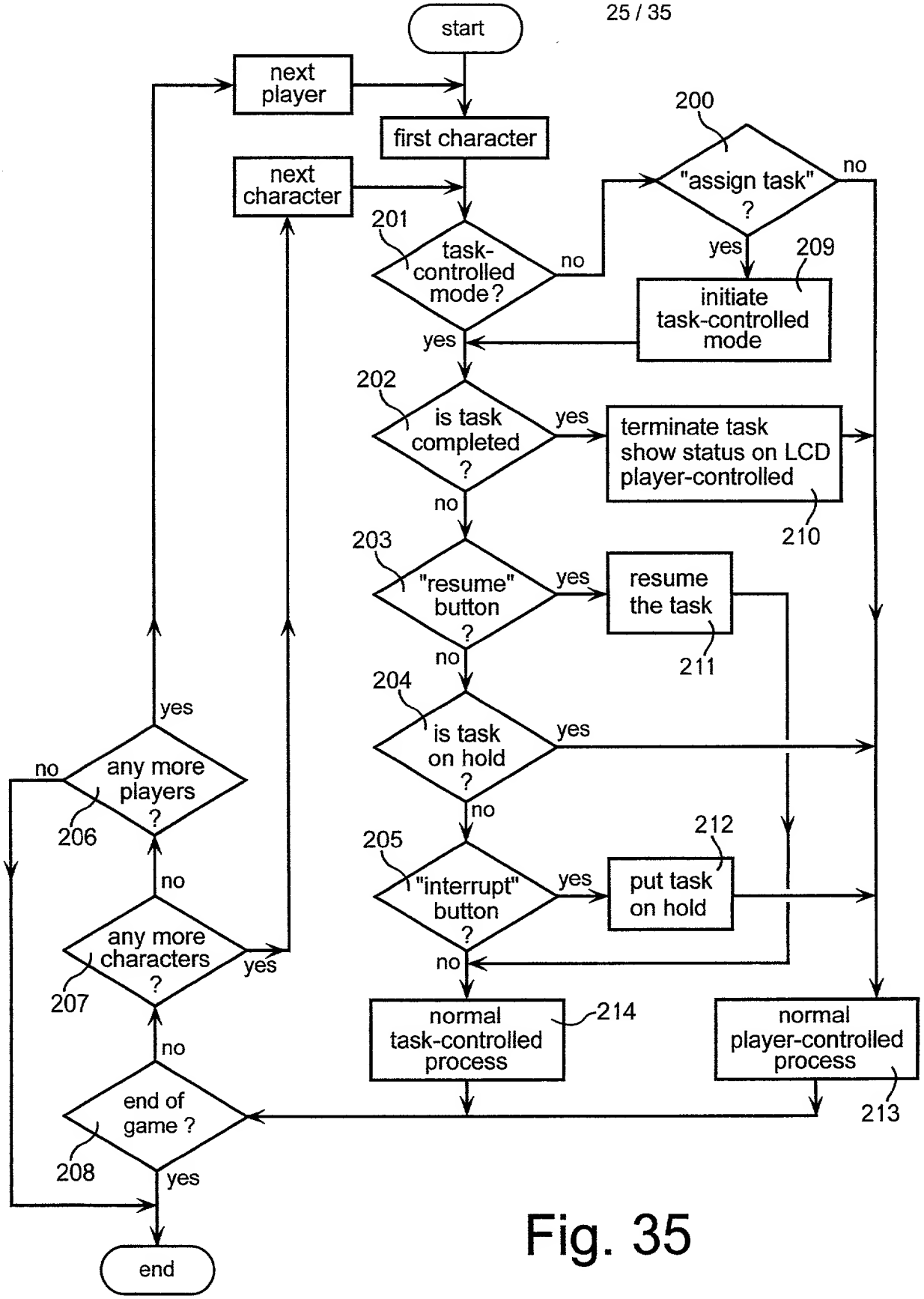
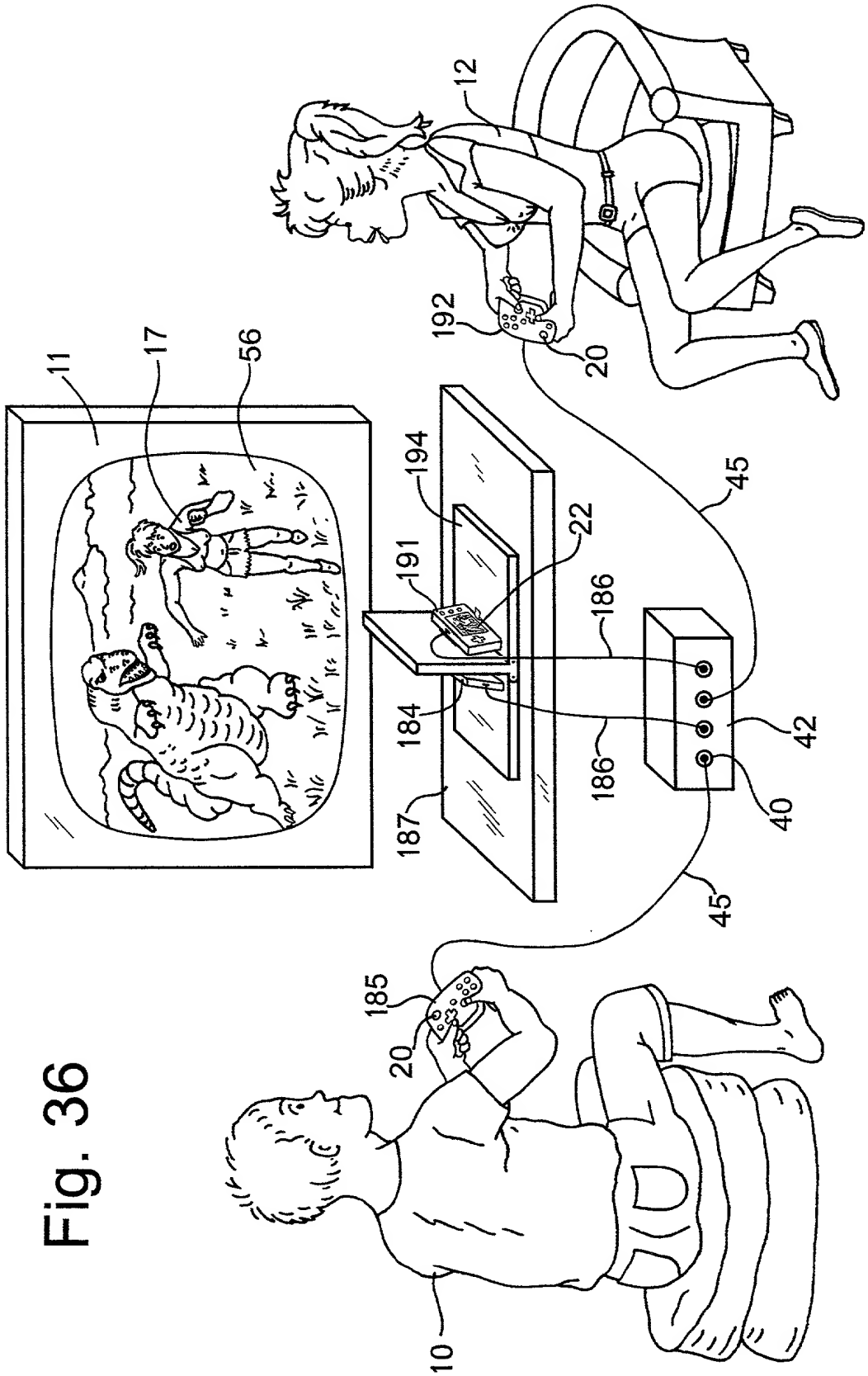

start
next player
first character
next character
200
"assign task" ?
no
yes
209
initiate task-controlled mode
201
task-controlled mode?
no
yes
202
is task completed ?
yes
terminate task show status on LCD player-controlled
210
no
203
"resume" button ?
yes
resume the task
211
no
204
is task on hold ?
yes
no
212
205
"interrupt" button ?
yes
put task on hold
no
normal task-controlled process
214
normal player-controlled process
213
end of game ?
208
yes
no
any more characters ?
207
yes
no
any more players ?
206
yes
no
end

Fig. 35

patent-pending

Fig. 36



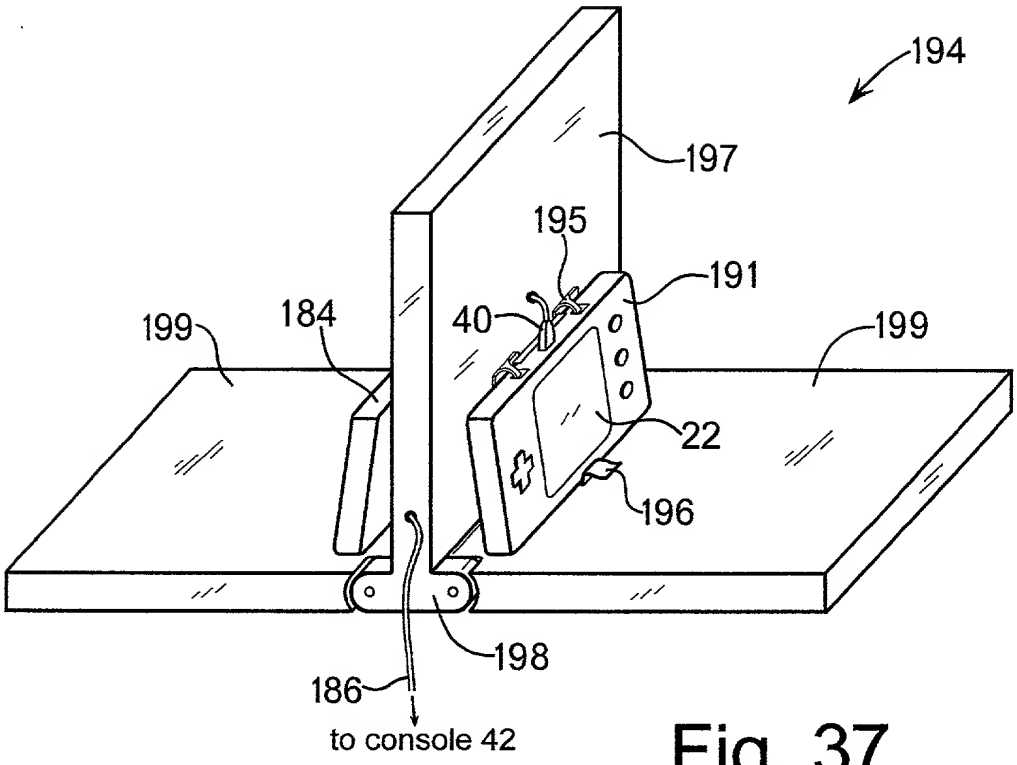

194
197
195
191
199
184
40
199
22
196
198
186
to console 42

Fig. 37

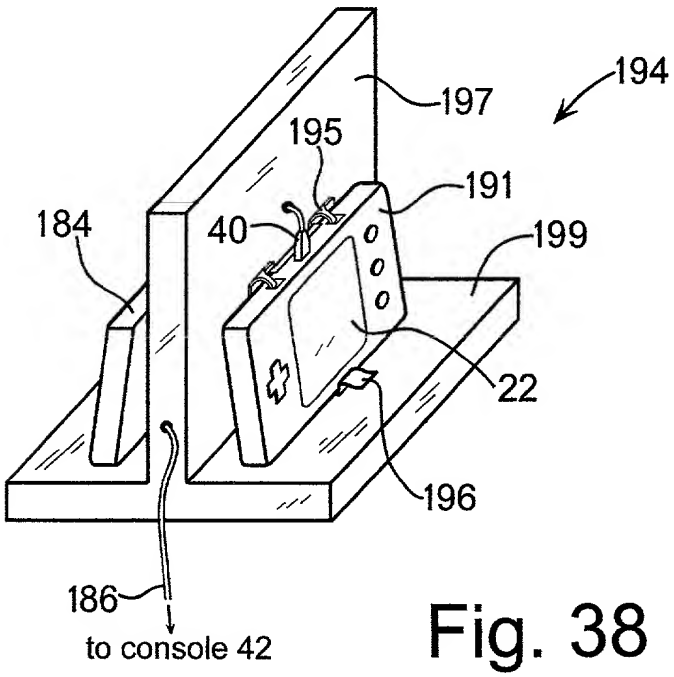
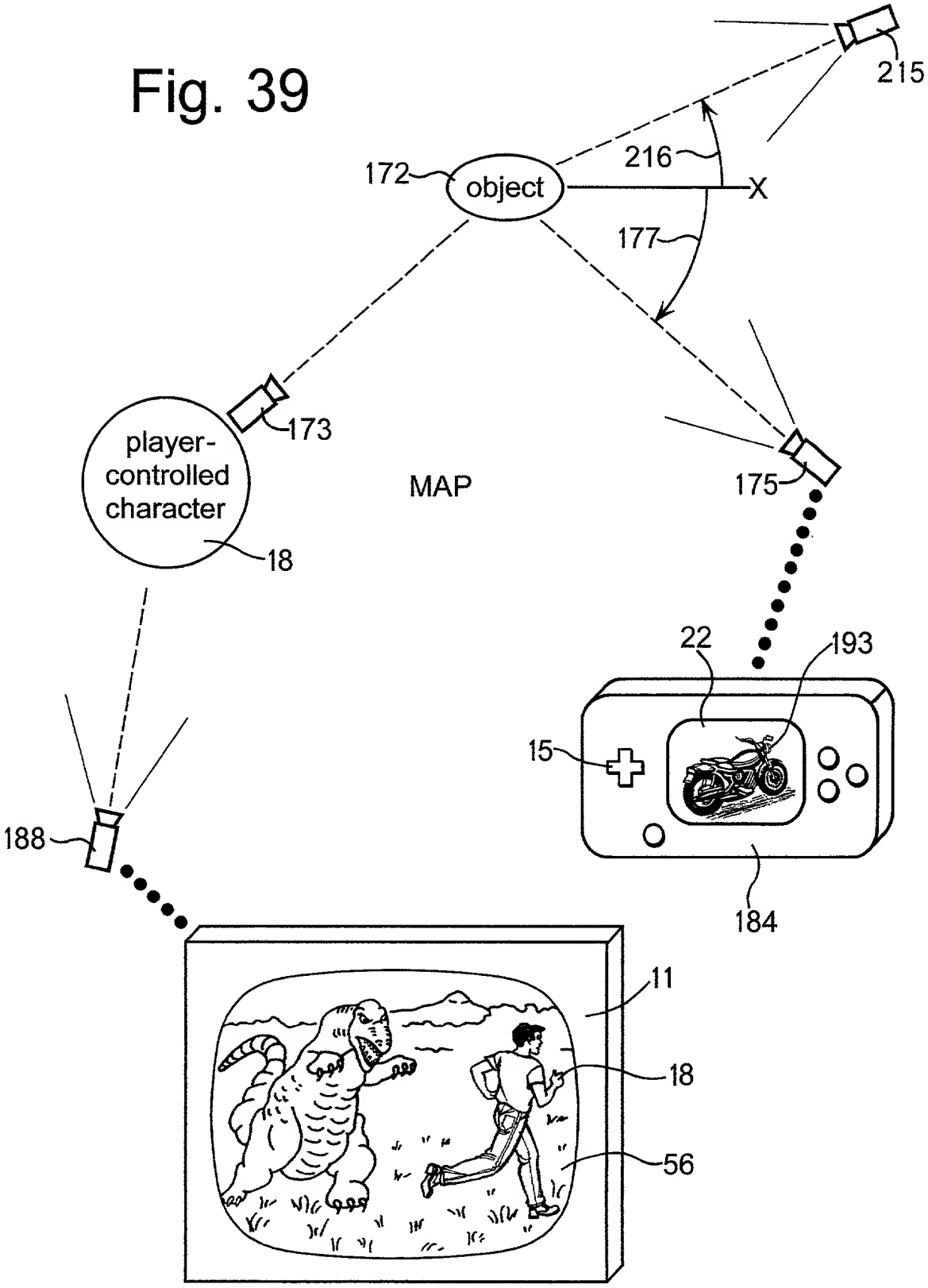

194
197
195
191
184
40
199
22
196
186
to console 42

Fig. 38

Fig. 39



US 2004/0189675 A1

Fig. 40

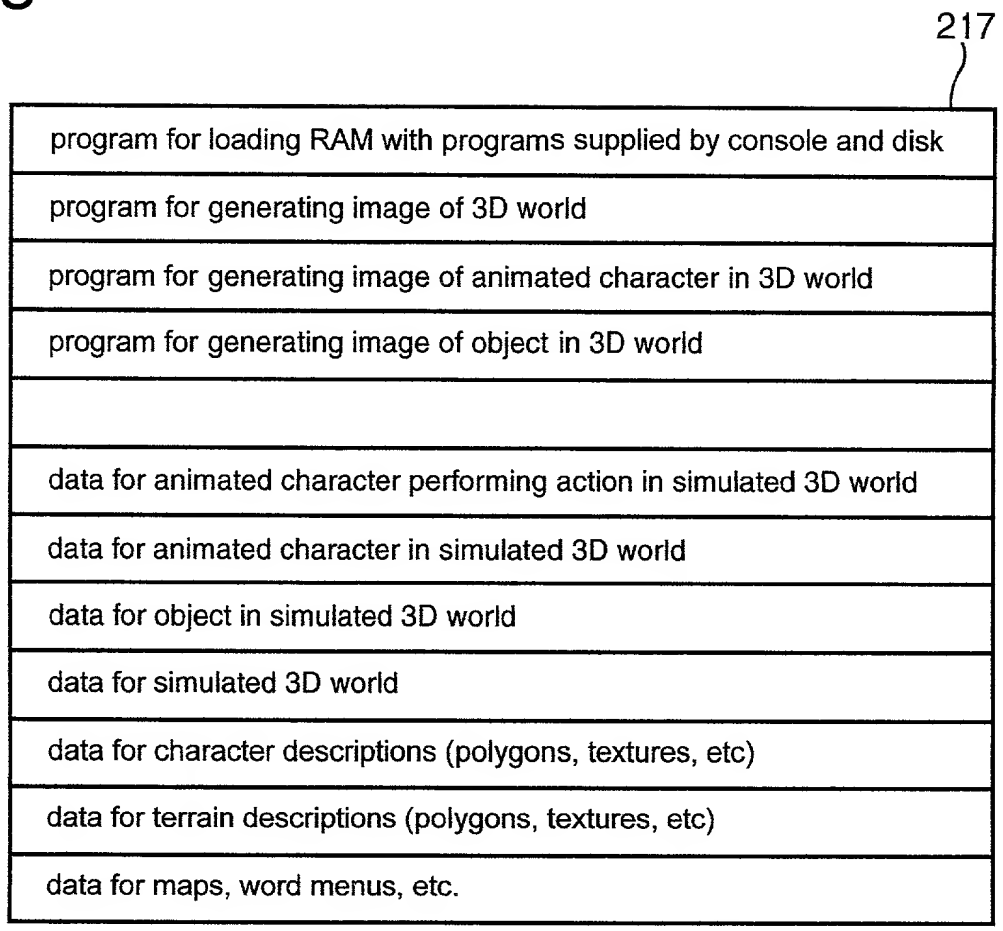
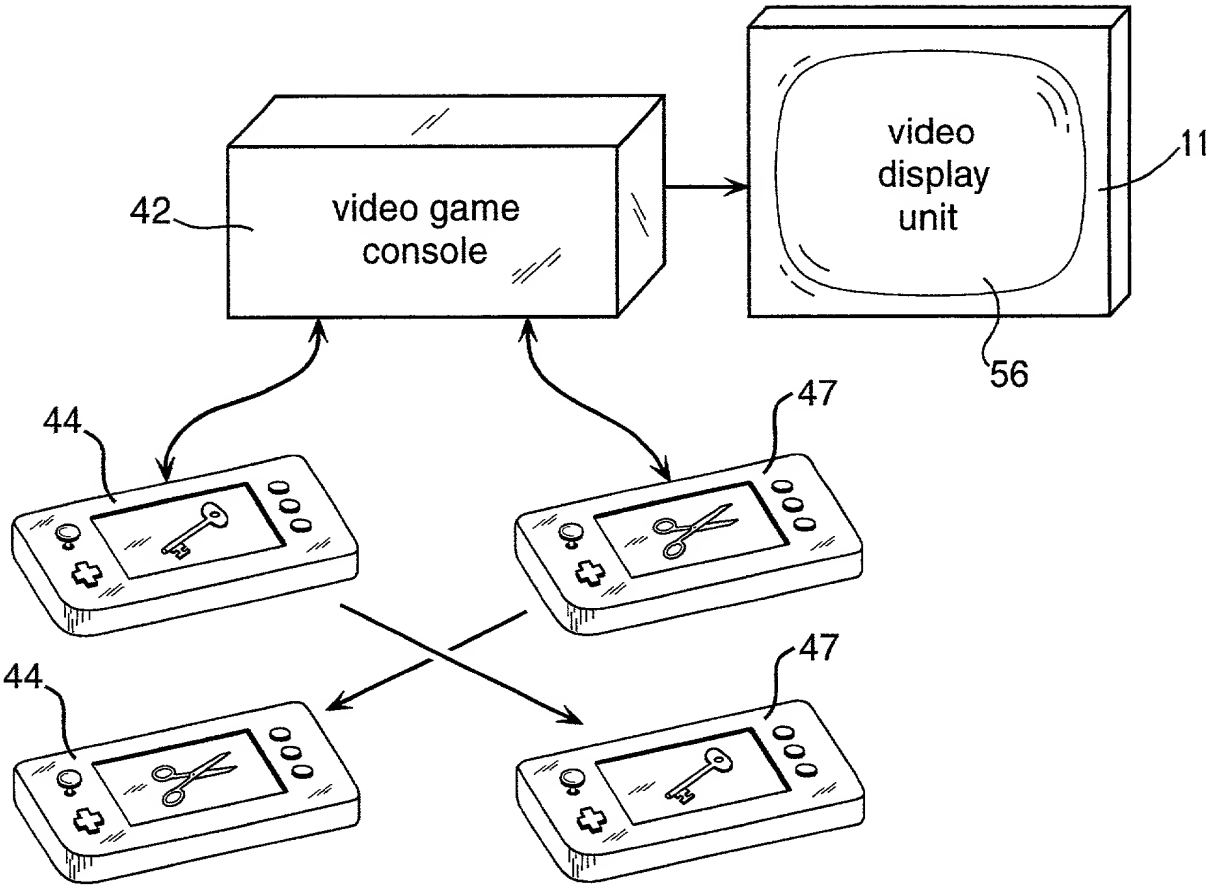


EXHIBIT - 2005

Fig. 41



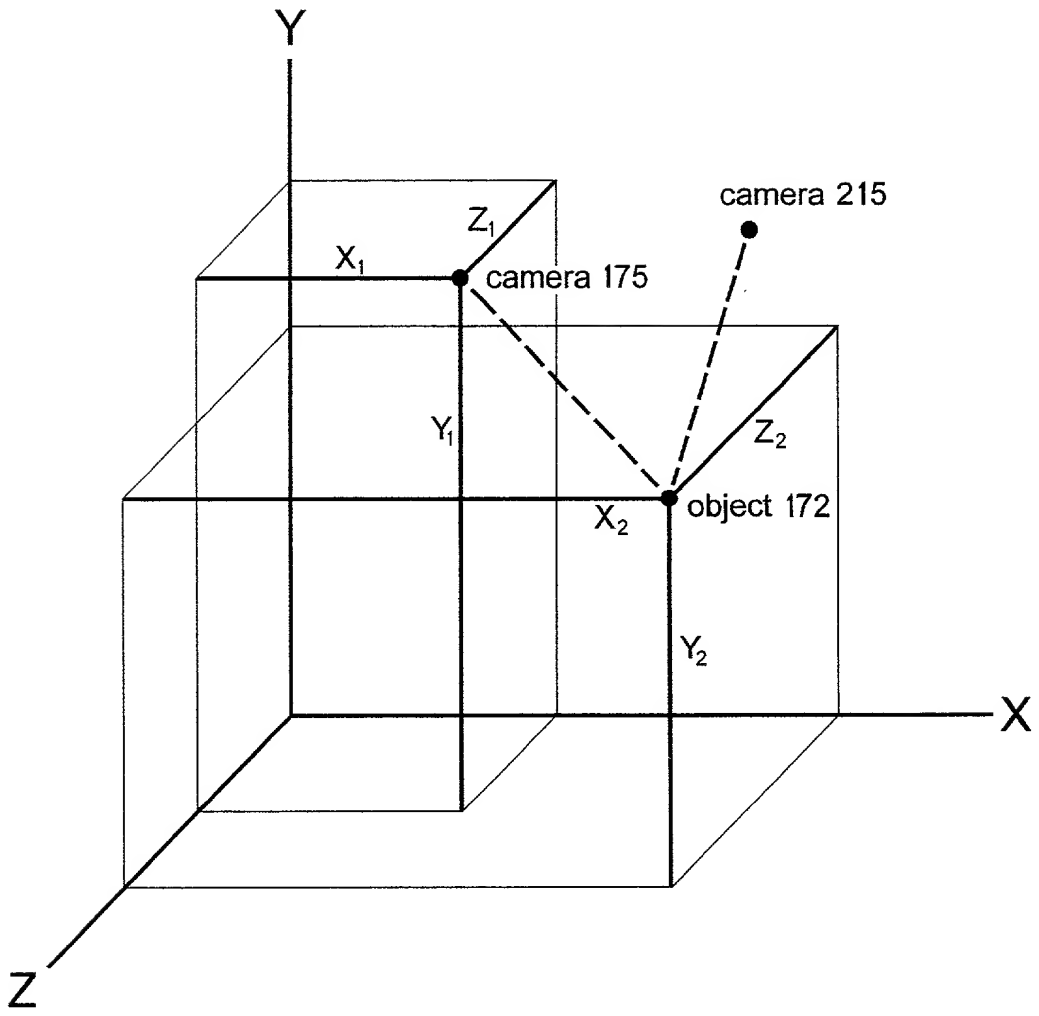


Fig. 42

SUBSTITUTE SHEET (RULE 26)

Fig. 43

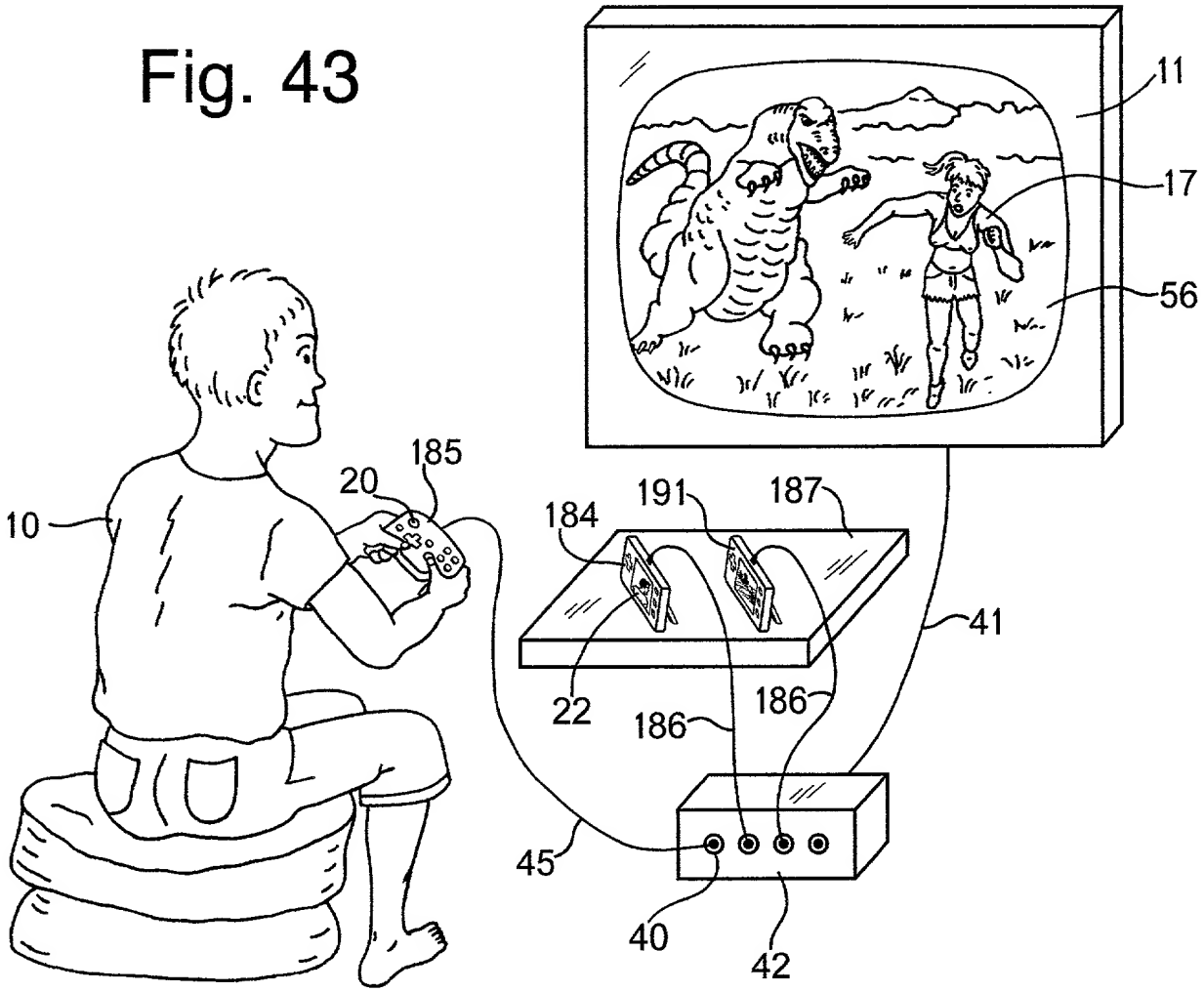


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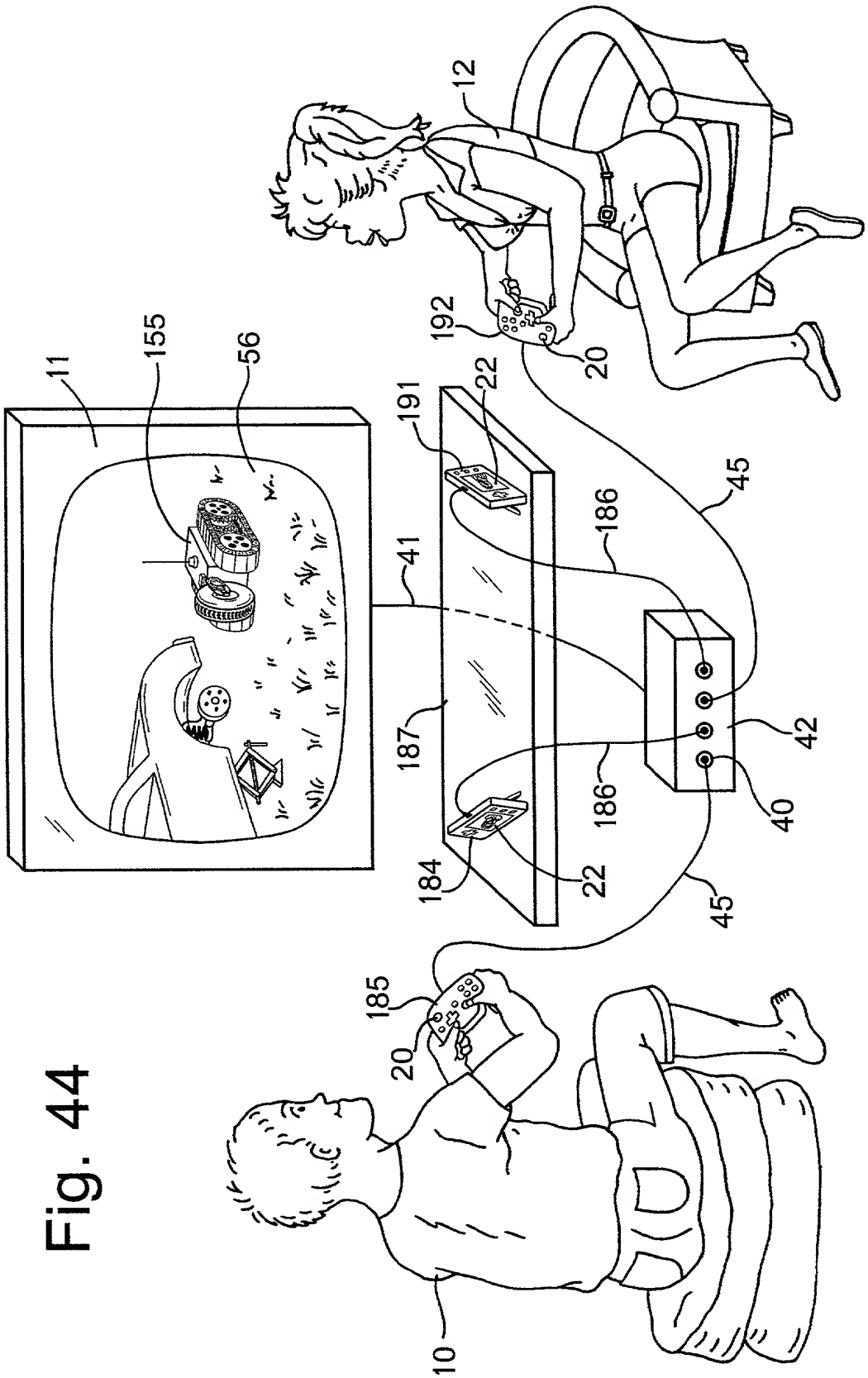
Fig. 44



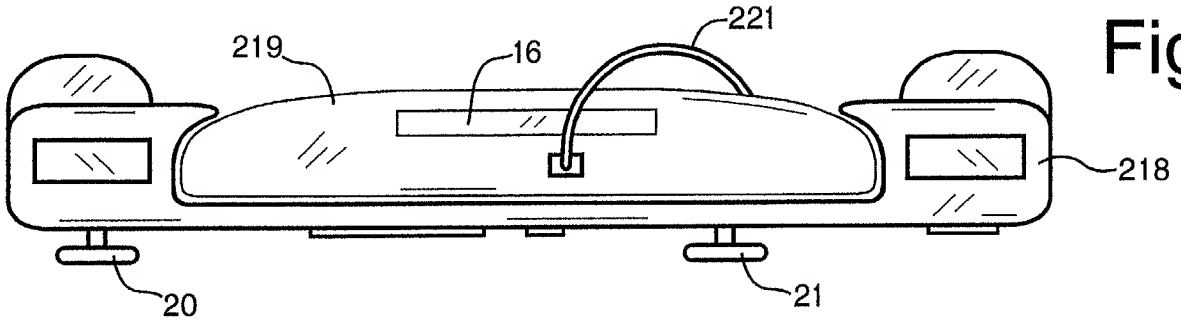


Fig. 45b

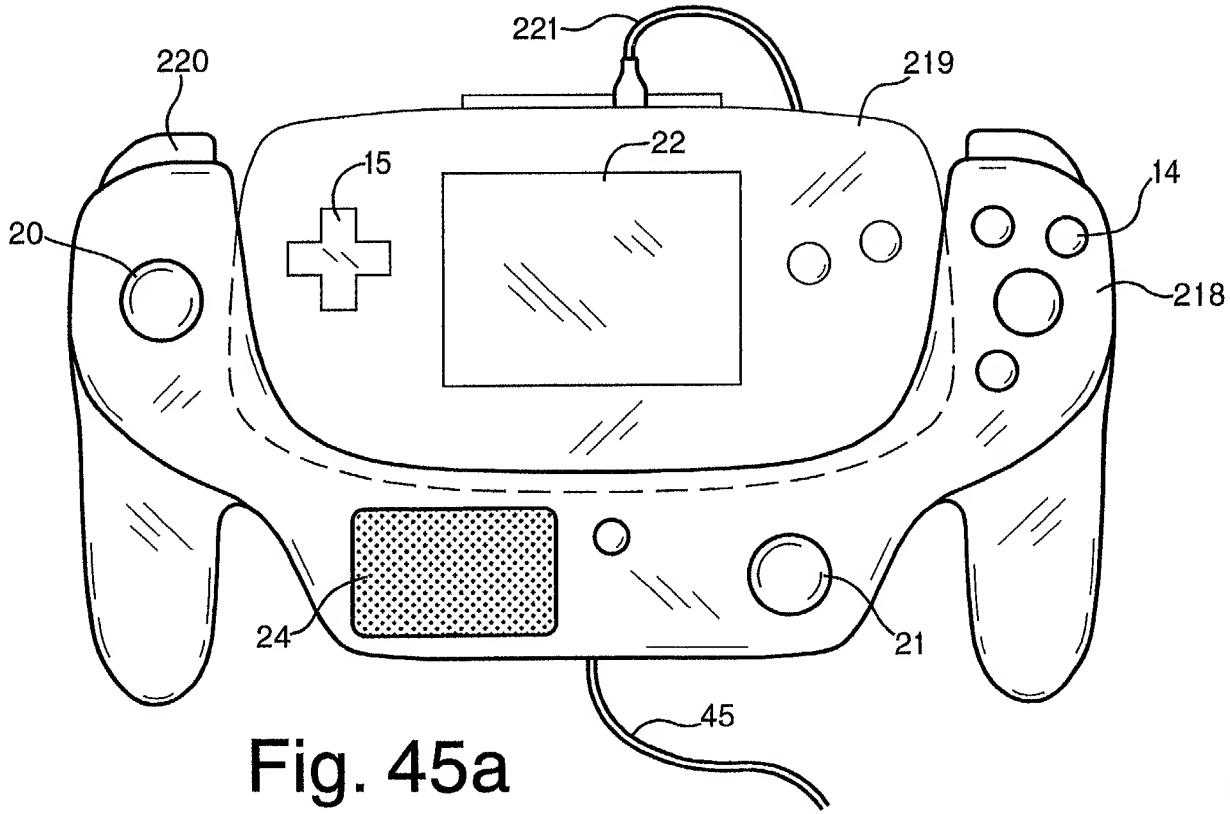


Fig. 45a

Fig. 45c

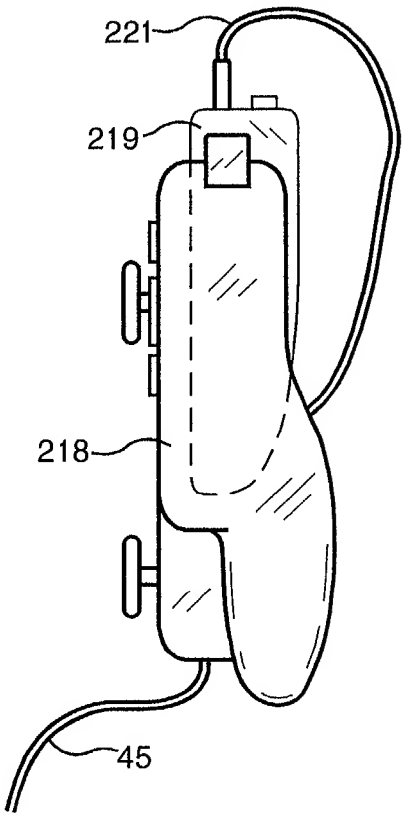
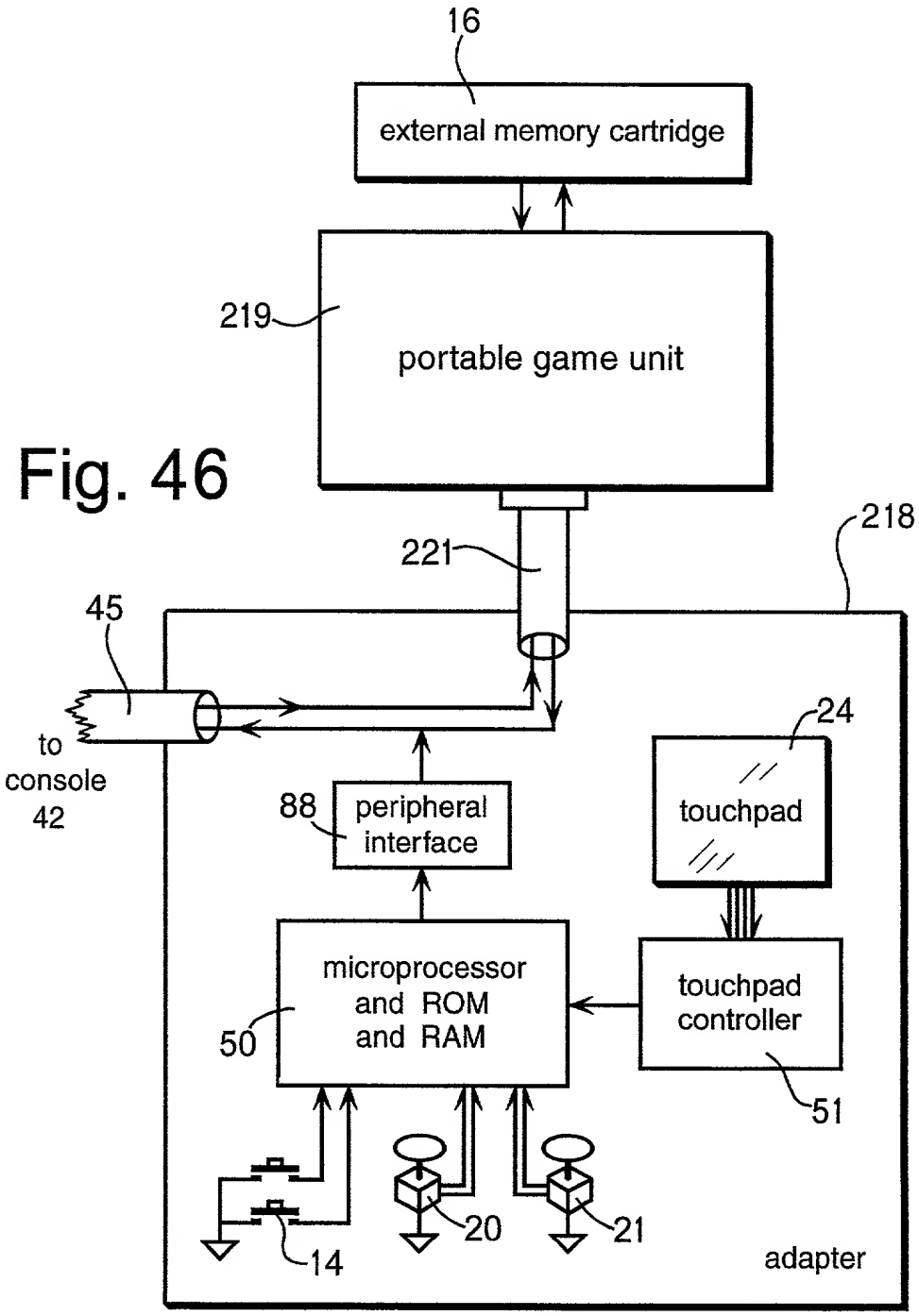


Fig. 46


16
external memory cartridge
219
portable game unit
221
218
45
to
console
42
24
touchpad
88
peripheral
interface
microprocessor
and ROM
and RAM
50
touchpad
controller
51
14
20
21
adapter